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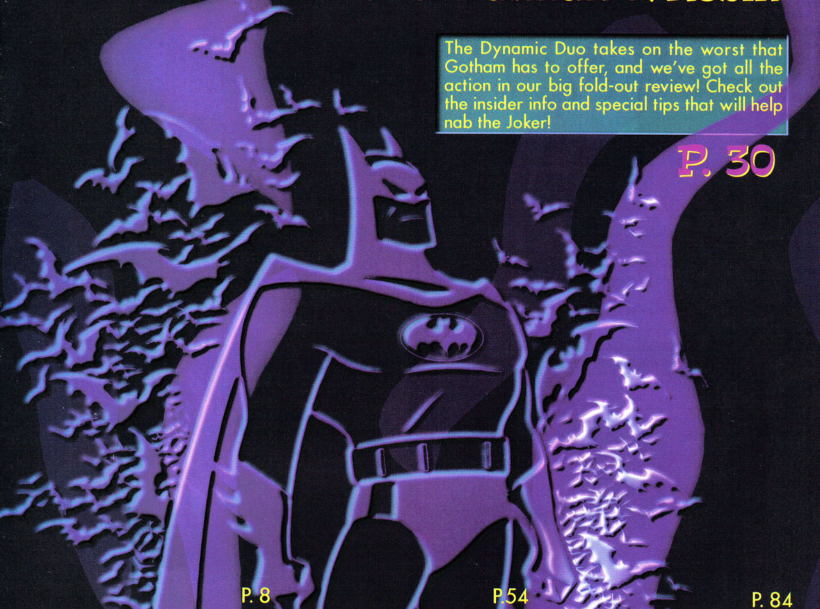
The Adventures of Batman & Robin



The Dynamic Duo takes on the worst that Gotham has to offer, and we've got all the action in our big fold-out review! Check out the insider info and special tips that will help nab the Joker!

P. 30

P. 8

The Lion King

Disney's hit movie jumps out of the jungle and into this month's issue. Use the awesome maps starting on page eight and help Simba become King.

P.54

DONKEY KONG
COUNTRY™

Donkey Kong Codes!!

Classified Information has the inside scoop Donkey Kong Country. This month you can improve your odds at conquering Kong with these incredible codes!

P. 84

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Pitfall: The Mayan Adventure

The classic jungle adventure is back with an entirely new look. Get a peek at the incredible graphics with these never before seen screen shots.

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PLAYER'S PULSE

My fellow officers and myself would love to have a Mortal Kombat II Tip Sheet.

Philip Serkosky
East Hartford Police Dept.
East Hartford, CT

No need for a sheet, Officer Serkosky, just check the MKII Special *in Volume 66 for all the tips you need. Codes, codes and more codes!*

I think the Play It Loud commercials are funny. Especially the Stunt Race FX commercial. That snorting cop beats out any Sega Genesis gimmick. I can't wait 'til the next commercial.

Jeremy Spencer
Red Bluff, CA

The agency that does all of our TV ads, Leo Burnett, really does some cool things for us. We like 'em a lot, too! Oh, by the way, Stunt Race FX is a really cool game. But you already knew that.

VACATION PHOTOS

Tony DiCola from Cincinnati, Ohio. Snorkeling at Pirate's Cove on Paradise Island in the Bahamas.

Raymond Camarillo from San Jose, California, went all the way to Paris, France and took Nintendo Power with him to the Arc de Triomphe!

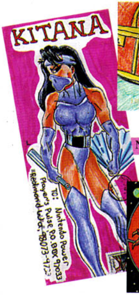
TOP 10

Hints that you've been playing video games for too long.

10. You discover your little brother is now married with children.
9. The cord from your controller keeps getting tangled up in your beard.
8. You suddenly remember that Reagan is no longer President.
7. Mario tells you to get a life.
6. The bad guys let you win just to get you out of their hair.
5. You find a Dear John letter where your Super NES used to be.
4. You think Guile and Bart Simpson are related.
3. You call a Game Counselor and ask for Zelda s phone number.
2. You re trying to find a warp zone in tic-tac-toe.
1. Instead of Press Start, your video game says, Somebody please shoot me!

Dolph Quick Bennettsville, SC

ENVELOPE ART SHOWCASE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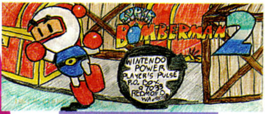
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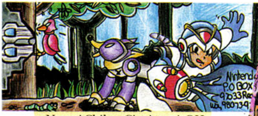
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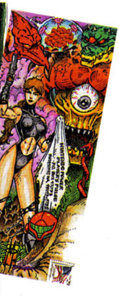

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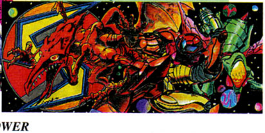

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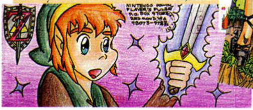
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IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

How do you like the new look of Pak Watch, Now Playing and the other Nintendo Power regular feature columns?

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SHUT UP AND JAM! with Charles Barkley CONTEST WINNER

Matt Kendrick, winner of last May's Player's Poll contest, had a larger than life experience when he met Charles Barkley at Disney World in September. Not one to be intimidated—even by his basketball idol—Matt challenged Sir Charles to his own game, Barkley Shut Up and Jam, when Charles dropped by his suite. Matt had put in plenty of hours on the video court, but Barkley was up to the challenge. Matt also won a basketball and two pairs of Nike Air Force Max CBs, one in Charles' size (16) and one in his own (12). Charles autographed the shoes and the ball after the video match-up.

Matt and Charles are about to mix it up on the video court!

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DISNEY'S THE LION KING

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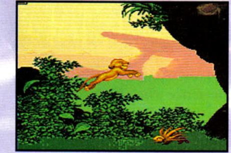
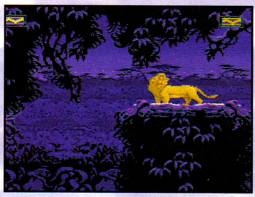
Disney scored big at the box office last summer with the soon-to-be-classic Lion King. Now, Simba roars to life on the Super NES in a beautifully animated action game that is the product of collaboration between Virgin and Disney. The game follows the movie's story line and will appeal to young players—who may find it a difficult play.

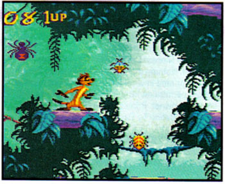
IT STARTS

Virgin's Super NES version of the Lion King, which is graphically superior to its Genesis version, captures not only the fine animation of the movie, but also the outstanding music and sound effects. In the beginning of both the movie and the game, Simba is a young cub in training to be king. As a cub, he frolics through pastoral levels, with a less-than-fearsome roar and a cat-like pounce as his main forms of attack. He toys with butterflies, swings from the tails of hippos, and becomes the ball when monkeys play catch. As he grows up and learns through his experiences, he becomes a sleek, full grown cat with a beastly roar and savage slash suited to the king of jungle. And he'll have to make full use his natural instincts. Although he's born to rule, Simba must prove that he's worthy of the crown. The game has three difficulty levels, but very young or inexperienced players will be frustrated by even the easy level.





In keeping with the movie, Simba begins the adventure as a cub and grows up as he lives and learns. As an adult, he has a wild mane and a more dignified air.

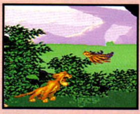


All of the main players from the original cast are here, but it's Simba who steals the show.

FIT FOR A KING

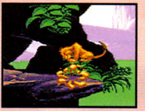
As a cub, Simba pulls playful antics, such as pouncing and tumbling, but as he gets older and readies to fill his role as king of the jungle, he learns new moves and becomes a force to be reckoned with.

ROAR



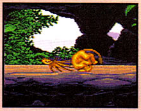
Li'l Simba's roar can make enemies explode or flip over.

JUMP



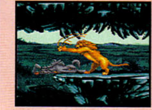
The cub can also destroy enemies by pouncing on them.

ROLL



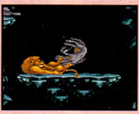
Press Down while running to execute a forward roll.

SLASH



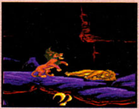
As an adult, Simba can slash with both front paws.

THROW



In paw-to-paw combat, he can throw his opponent.

PUNCH



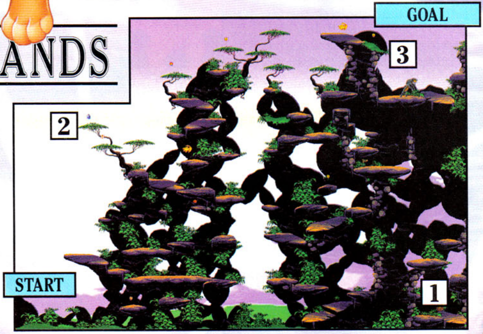
Full grown Simba can also reach out and punch .

DEVELOPED BY
Westwood
STUDIOS
ANIMATION BY
Walt Disney Feature Animation
Animation Services

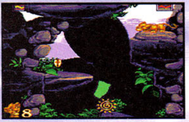
Disney animators worked closely with Virgin to produce top-quality graphics for The Lion King.

STAGE 1
THE PRIDELANDS

Simba's first adventure is set in the serene sylvan countryside, where African Beetles and reptiles abound. It's a relatively easy stage where you can learn to roll, pounce and use your roar. Jump from platform to platform and work your way up to the exit in the northeast corner. Don't pass up the 1-Up or the Bonus Stage Bug. Explore thoroughly to find all of the goodies to be had here before moving on to more difficult areas.



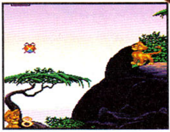
1 CONTINUE



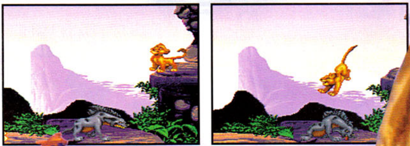
Search out the circle of life symbol to get an additional Continue.

2 BONUS STAGE BUG

If you pick up the brightly colored Beetle, you'll enter a bonus stage at the end of this round. Catch as many falling bugs there as you can.



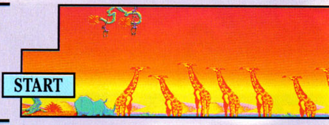
3 HAVE THE LAST LAUGH



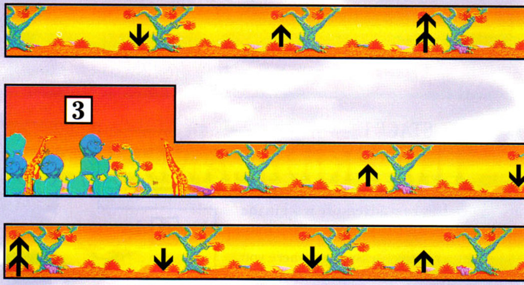
The Hyena at the end of the first stage is a real cream puff. Stay on the ledge on the far right and pounce on it when it pauses to pant. A couple of well-timed hits will take it out. Who's laughing now?

STAGE 2

CAN'T WAIT TO BE KING

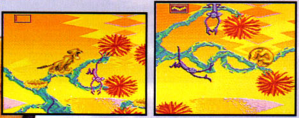


In Stage 2, young Simba gets to interact with some of his jungle buddies, including giraffes, hippos and monkeys. Although some of the jumps require tricky timing, this stage continues the light-hearted frolic that began in Stage 1. There are no enemies to avoid, but you can be your own worst enemy by becoming impatient and landing in the water one too many times. Take it easy and look for patterns that give you clues about what you're supposed to do.



ROAR AT MONKEYS
8

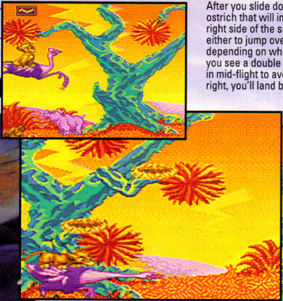
1 MONKEYING AROUND

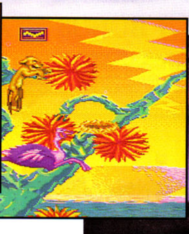


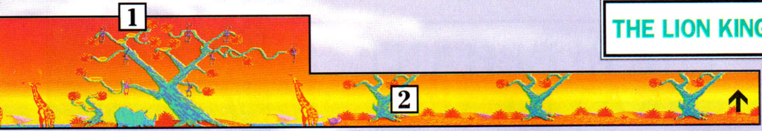
Stand beside the two pink monkeys and roar to change their directions, then jump on the hippo's nose. It will fling you up to the monkeys, and they'll toss you out of there.

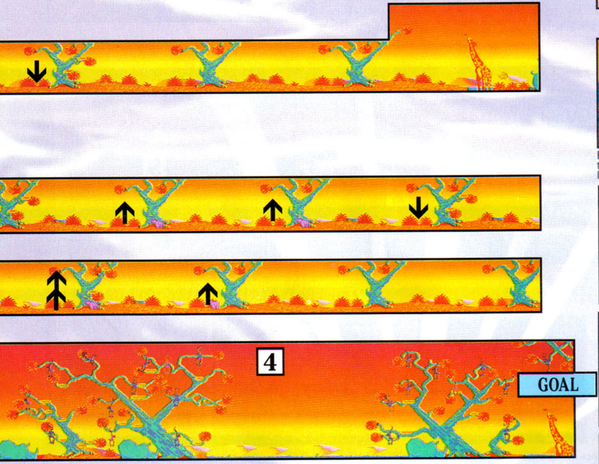
2 OSTRICH OBSTACLES

After you slide down the giraffe's neck, you'll land on an ostrich that will immediately take off running. Watch the right side of the screen. When an arrow appears, get ready either to jump over a hippo or to duck to avoid a nest, depending on which direction the arrow is pointing. When you see a double arrow, you'll have to jump a second time in mid-flight to avoid hitting a nest in the tree. If you time it right, you'll land back on the ostrich.



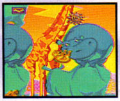


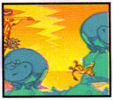


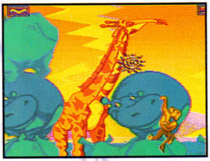


3 SWING WITH THE HIPPOS

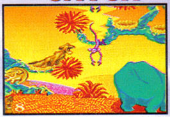
To cross the water, jump from one hippo's swinging tail to the next. Hold Right on the Control Pad and press the Jump Button when the tails swing to the right. Pick up the 1-Up and continue.



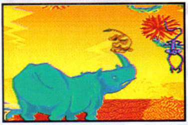


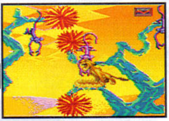


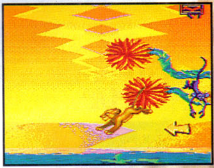
4 PLAY CATCH

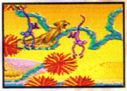


Roar at the pink monkey by the hippo to make it change direction, then launch from the hippo.

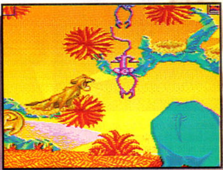








Change the direction of the pink monkey where you land, then skip back to the left on the logs. Don't light for long!



Now go through the catch sequence again. This time you'll reach the goal.

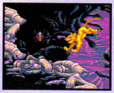
STAGE 3

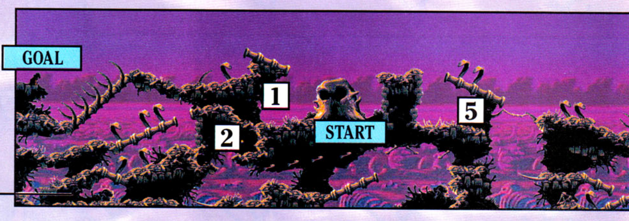
THE ELEPHANT GRAVEYARD

In the Elephant Graveyard, Simba finds giant bones, remnants of the great beasts. He's hounded by hyenas and egged on by eagles as he picks his way through the bones. There is more swinging and jumping here.

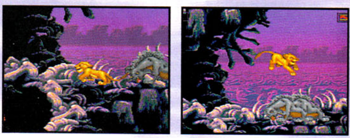
POISON BEETLES

Don't pick up the red Beetle with the blue head. It's poisonous and it saps your energy.



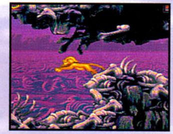


1 YUCK IT UP

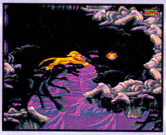


A couple of hyenas are poised to pounce from the bone outcropping just above the starting point. Run to the left and wait for them to jump. When they pause to huff and puff, pounce on them.

2 GRAB THE BONUS BUG

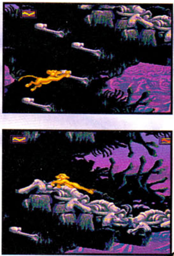


After you defeat the hyena on the right, dash back to the left and jump up to the bone ledge.



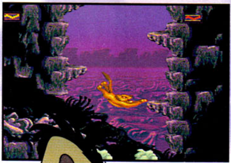
Pull yourself up, then jump over to the Bonus Beetle on the right. You'll be rewarded in the end.

3 PLUCK A 1-UP

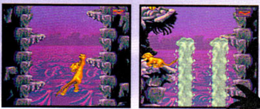


Swing up the row of bones here, then leap to the opening on the upper right. Instead of continuing to the right, dash back to the left and leap at the last moment. You'll reach a far ledge and a 1-Up.

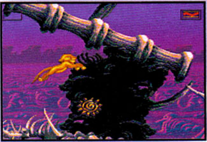
4 FATAL FOUNTAIN



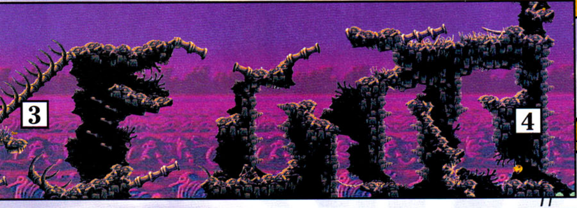
You must make very quick finger-tip leaps from ledge to ledge here. The fountain rises quickly, and you'll be history if it so much as touches you. Press the Jump Button as rapidly as you can as you work your way to the top.



5 DETOUR FOR THE CONTINUE

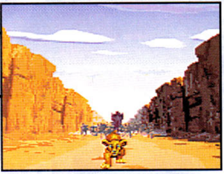


As you work your way back to the left to the goal, take a quick detour to pick up an extra Continue. Go past the Continue and drop into the chamber on the left, then go back to the right to pick up the Continue icon.



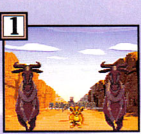
— STAGE 4 —

THE STAMPEDE



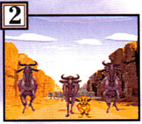
Little Simba is in big trouble when he gets caught up in a stampede. He must run for his life while avoiding the crazed antelope that are charging to who knows where. As he races along, he'll also have to watch for big rocks that might trip him up. It's a big challenge for a little guy.

1



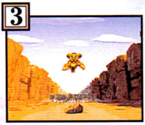
Stay on the right until the first wave of antelope run by, then go to the center.

2



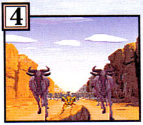
When a slow moving antelope comes along, move slightly to the right of it.

3



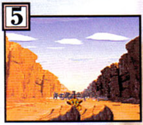
When a rock flashes on the screen, count to four. Jump on four to miss it.

4



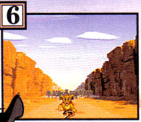
Stay in the center. Keep counting to four and jumping the rocks that appear.

5

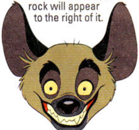


Use the same technique to jump over the two rocks that show up together.

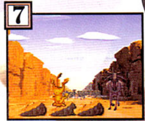
6



Shortly after a question mark flashes, a rock will appear to the right of it.

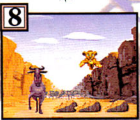


7



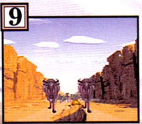
Next, a set of three rocks will appear just to the left of center. Jump them.

8



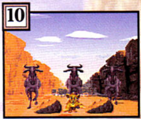
Another set of three stones will appear. These will be to the right of center.

9

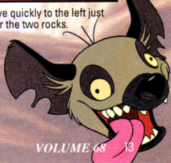


Stay in the middle. Jump over the next stone that appears in the center of the screen.

10



Move quickly to the left just after the two rocks.

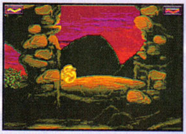


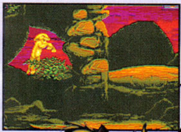
STAGE 5

SIMBA'S EXILE

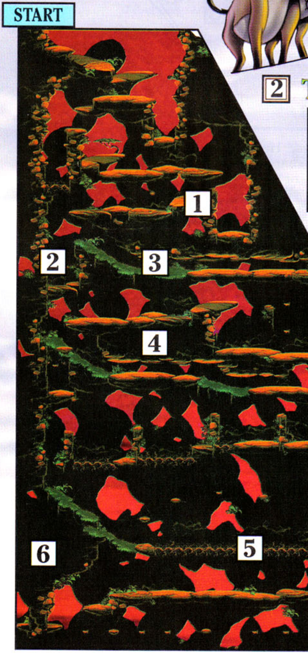
Simba is on his own in a much more somber world in this stage. He has to make his way through maze of platforms while rocks shower down from above. It's a tough stage! Listen for rocks and dodge them as best you can.

1 BUG CATCH

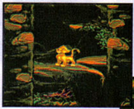




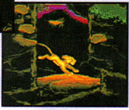
If you roll through the wall on the left here, you can replenish your energy by picking up a Beetle.

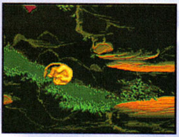


2 TAKE A SHORTCUT

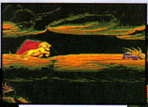


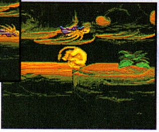
You can take a shortcut by rolling to the left through the wall here. You'll drop into a room below, where you can pick up a Beetle. Jump up to get out and hot-foot it to the right to avoid being flattened by the boulder.





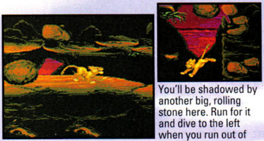
3 THE ROLLING STONE





If you continue to the right without taking the shortcut, you'll be chased by a huge, rolling boulder. Hustle to stay ahead of it, and roll when you come to the porcupine.

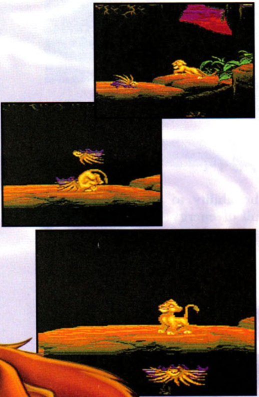
4 BAD BOULDER



You'll be shadowed by another big, rolling stone here. Run for it and dive to the left when you run out of ground.

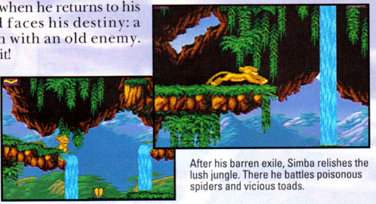
5 FLIP THE PORCUPINES

Avoid the quills. When you come to the porcupines, do a forward roll right through them to flip them onto their backs, then pounce on their soft underbellies. Continue to the left after destroying them.

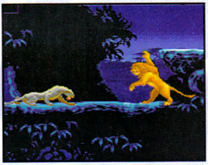


SIMBA GROWS UP

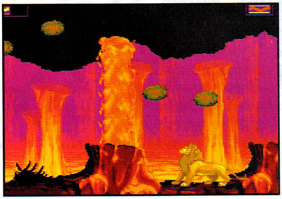
This month's coverage of the Lion King ends with Stage 5, but we'll be back next month, when Simba learns what it takes to be king. He leaves his exile for a frolic in the jungle, but more serious matters await him when he returns to his home and faces his destiny: a showdown with an old enemy. Don't miss it!



After his barren exile, Simba relishes the lush jungle. There he battles poisonous spiders and vicious toads.



As a result of all he learns on his adventures, Simba grows strong and wise. And he'll have to be if he's to survive the rigors the jungle has in store for its king.



Next month, see how Simba takes his rightful place on the throne—and see what he must do in order to defend his subjects from old and jealous enemies.

CONTINUED IN NEXT MONTH'S ISSUE

THE LION KING: PART 2

X-MEN™

THE MUTANT APOCALYPSE

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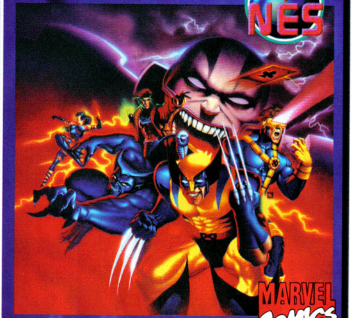
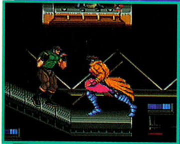
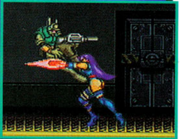
Super NES



WELCOME TO DANGER ISLAND

The X-Men take on the bad guys once again in the latest Capcom adventure fighting game. In the tradition of other classics, such as Final Fight, the X-Men battle their way though a multitude of enemies in order to defeat the big boss at the end of each stage and eventually win the game. Unlike Final Fight, this game does not have a two-player mode. Capcom has added flavor by including Street Fighter II-like moves for each of the characters. Five characters and eleven stages give this X-Man outing lasting appeal.

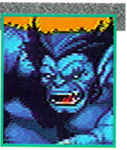




CYCLOPS

Not only can Cyclops fight well, he can also fire powerful plasma beams from his eyes. These beams can destroy almost anything, making him the fighter of choice when you need to take out any heavy armor.

BEAST

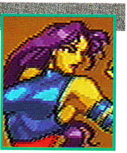


Beast's looks are very deceptive. He appears to be a large, hulking brute, but his greatest strength is his intelligence. He has the ability to hang upside down from any platform, keeping him out of the reach of his enemies.

GAMBIT

Gambit possesses the ability to charge any object full of energy and turn it into a highly explosive missile. He is a great fighter to use if you need to hit something or someone from a distance. Although it might not look like much, his Bo Stick is a very powerful weapon.

PSYLOCKE



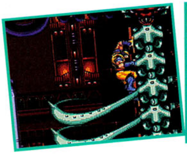
Strong of both mind and body, Psylocke is a powerful fighter. She can generate a psychic blade to inflict her enemies with damage and quickly get them out of the way. She is very athletic and is a great character to use if you need to make any difficult jumps.

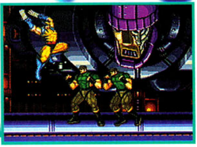
WOLVERINE

Wolverine's main mutant power, in comic book form, is his ability to regenerate, although it's not used in this game. His powerful claws more than make up for his missing healing power, though. Wolverine is your X-Man if the mission calls for climbing.

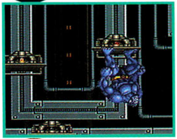
MISSION 1 WOLVERINE

Wolverine must break into the Sentinel Factory and eliminate the threat that the mutant-hunting Sentinels present. Work your way to the top of the factory using Wolverine's ability to climb walls. If you encounter enemies while you're climbing, be careful not to lose your grip. You can hurt yourself by falling in the wrong place.

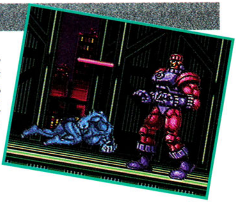




MISSION 1 BEAST

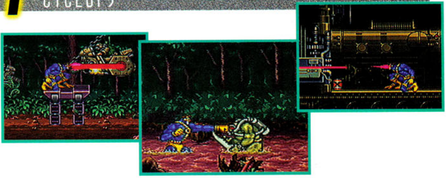


Working his way through the sewer systems, Beast attempts to find the Control Center of the enemy base. Take advantage of his ability to hang upside down whenever you can. Avoid being damaged by staying out of your enemy's reach, then land on top of him when he's not looking! There are few life refills in this stage, so advance carefully to avoid being damaged.



MISSION 1 CYCLOPS

Cyclops must intercept and destroy the Genoshan army train-transport to cut the supply line. His mission takes him through heavily defended swampland, where both the terrain and the enemies are fierce. Make use of Cyclops' powerful Eye Beam whenever you can—it will most likely save your life!



POWER-UPS

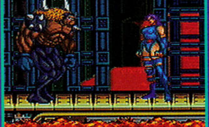
MORE MUTANT MAYHEM

The action continues as the X-Men penetrate deeper into the island fortress of Genosha. The closer the team gets to the center of the island, the tougher the enemies become. It will take strong teamwork to defeat the evil Apocalypse and save the imprisoned mutants. Any of the X-Men can clear any of the missions, but here are a few of the better choices for the missions that follow.

MISSION 2 - BEAST
MISSION 3 - PSYLOCKE
MISSION 4 - WOLVERINE
MISSION 5 - CYCLOPS
MISSION 6 - WOLVERINE
MISSION 7 - YOUR TWO FAVORITE MUTANTS

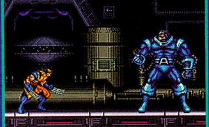
MISSION 3

Use Psylocke in Mission 3 when you face the powerful Tusk. You can use her Neck Cracker move to hit him hard, then bound out of harm's way!

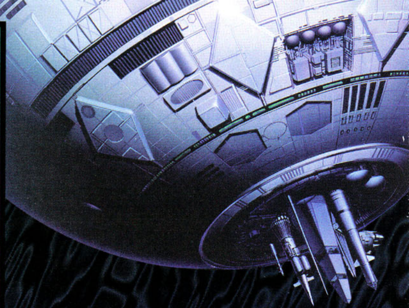


MISSION 4

It's time to face the evil Apocalypse, and Wolverine is the one to do it. Do your best to stay out of his reach, and hit him while you're jumping.



RPGers, prepare for fun with Enix's quirky new title. Step into the world of Robotrek and watch the realities of past, present and future blur into a single existence on your Super NES.



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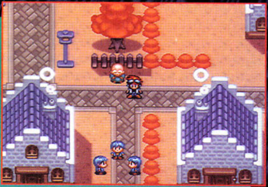
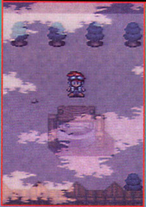
ROBOTREK™

THE CAST OF CHARACTERS

In addition to the main characters introduced below, Robotrek features a quirky crew of humans that includes a good-for-nothing mayor, a crusading reporter and some mischievous kids who are always looking for (and frequently finding) trouble.

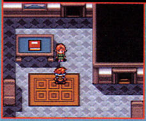


THE BUDDING INVENTOR



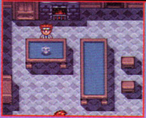
The young inventor, the hero-to-be in the game, is a quick study who is eager to learn all about his father's inventions. You'll name him at the beginning of the game, then you'll set out to see what's new in the town of Rococo and learn all that you can about robots.

NAGISA, TRUSTED ASSISTANT



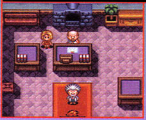
Before Dr. Akihabara departs for his lengthy trip, he leaves behind his trusted assistant, Nagisa. Nagisa offers helpful advice and saves the game whenever asked.

DR. AKIHABARA



The doctor has invented many wonderful things, among them the amazing Invention Machine. He encourages his son to read books about all sorts of inventions.

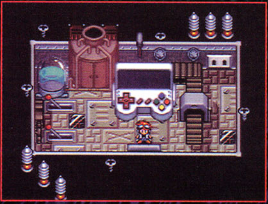
DR. EINST, MAD SCIENTIST



Once a respected scientist, Dr. Einst now uses his talents to create machines of destruction. He's jealous of other scientists and he's vindictive, too.

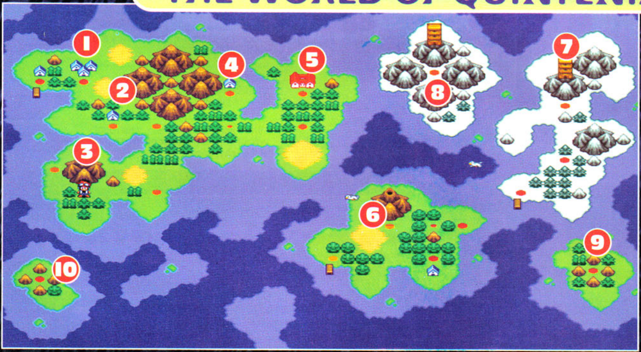
AN RPG FOR ALL

Even if you've never tried—or liked—an RPG, you'll have a blast playing Enix's latest title. It's an RPG that's lighter fare than most, yet it has all of the strategic twists and turns that make the genre so engrossing. And although Robotrek's screen text is so roughly translated from the Japanese that it makes absolutely no sense in places, it's an engaging game, nevertheless. As it opens, a famous inventor's son is returning to his hometown, hoping to learn some of his father's secrets and to follow in his famed footsteps. But the tutoring is not to be, for soon after the boy's arrival the inventor is called away on urgent business, leaving his son some books to read in his absence. The young inventor-to-be starts by studying some manuals that explain the attributes of robots. Using his father's invention machine, the boy begins experiments with the robots that will lead him to places far beyond any that he has ever imagined.



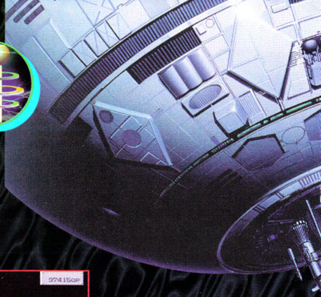
Dr. Akihabara's complex invention machine has many uses. The young inventor will create amazing things with it.

THE WORLD OF QUINTENIX



- ① ROCOCO
- ② FATHER'S HOUSE
- ③ CAVE MOUSE
- ④ THE CHICKEN FARM
- ⑤ THE OLD HOUSE
- ⑥ SOUTH ISLE
- ⑦ HACKER BASE ENTRANCE
- ⑧ FORTRESS ENT.
- ⑨ ISLAND A
- ⑩ ISLAND B

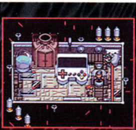
BASIC ROBOTICS

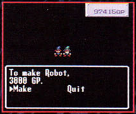


Read the big, red book on the table in your house in Rococo to find out about Robots, their parameters and their traits. When you're finished, and when you've raised enough money, you can use an Invention Machine to create your three robots.

THE INVENTION MACHINE

Once you've read about making various items, you can use the machine to actually construct them, and it has a feature that lets you combine items to make new treasures, too. You can also use the machine to create, maintain and program your robots.





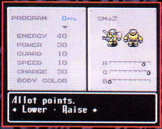
97415GP

To make Robot,
3000 GP.
▸Make Quit

It costs a lot to make robots, but they're worth it. Using Invention Machines, you can program them and maintain them, too. You'll find them in several places.

PROGRAMMING ROBOTS

As you attain new levels, you earn points that you can use to program your robots. You'll use one option to allot the points and another to assign special combination moves. The combo moves are very powerful, so assign several to each robot.

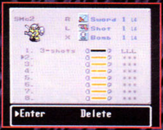


PROGRAM 0pts.

ENERGY 40
POWER 30
GUARD 10
SPEED 10
CHARGE 30
BODY COLOR

SMc2

Allot points.
◂ Lower · Raise ▸



SMc2
R Sword 1
L Shot 1
X Bomb 1

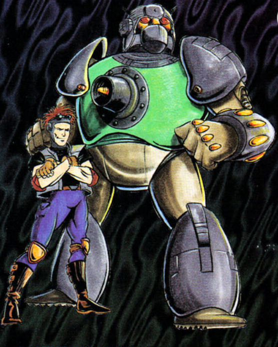
1. 3-shots LLL
▸2.
3.
4.
5.
6.
7.
8.

▸Enter Delete

Allot the points you earn and assign special moves using the Program feature. The weapons you equip determine which special moves you can assign. Experiment to see what works best for each robot.

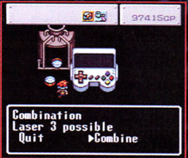
Using the R, L and X Buttons, you can assign various attacks to each of your robots. The effect of the combinations varies depending on the type of weapons that they're equipped with. These are the attacks you'll be able to make if your right hand holds a Sword, your left hand holds a Shot and your backpack holds a Bomb.

COMBO	ATTACK DESCRIPTION	ENERGY
L,R,R	This move will warp you to the enemy on the same line, and you'll slash it twice with your Sword.	🟥🟥⬜⬜
L,L,R	Using this combination, you'll shoot twice then smash into the enemy and slash with your Sword.	🟥🟥⬜⬜
X,L	With this move, your robot will drop three bombs in quick succession onto a single enemy.	⬜⬜⬜⬜
X,R	When you use this combo, your robot will jump onto the back of an enemy and slash it once.	🟥⬜⬜⬜



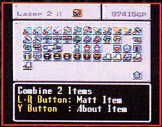
COMBINING ITEMS

The Invention Machine also lets you combine two items to create something new or different. Sometimes the things you can make are extremely valuable; other times, they're ordinary. Some of the items you're able to make can be gained only by combining particular things. Experiment. Combine weapons to raise their levels, and try combining other items to see what's possible.



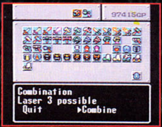
97415GP

Combination
Laser 3 possible
Quit ▸Combine



Laser 2 97415GP

Combine 2 Items
L·R Button: Matt Item
Y Button : About Item



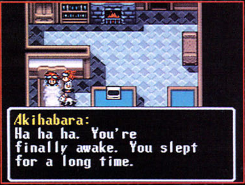
97415GP

Combination
Laser 3 possible
Quit ▸Combine

Even scraps of metal can be useful when they're combined with other items. Combining Scrap 7 with Laser 2 yields Laser 3, the most powerful Laser you can get.

ROCOCO

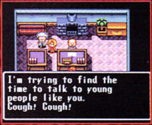
Your journey begins in the village of Rococo, where you're greeted by Dr. Akihabara. The village has several small houses and a large compound where the mayor presides over the city government. The doctor introduces you to Nagisa, who will become your trusted assistant. Before you set out to explore neighboring regions, Nagisa gives you a Transceiver, which you can use to communicate with her from almost any place in the world.



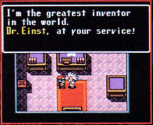
Akihabara:
Ha ha ha. You're
finally awake. You slept
for a long time.

VISIT THE MAYOR

Nagisa tells you to visit the mayor, who is in his office to the north of your house. Don't listen to the boy who advises you to take a dog into the office with you—the mayor doesn't like dogs, a fact that you should remember for later in the game. The mayor is concerned about the Hackers who have been seen nearby.



I'm trying to find the
time to talk to young
people like you.
Cough! Cough!

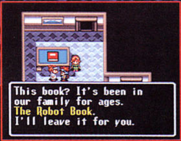


I'm the greatest inventor
in the world.
Dr. Einst, at your service!

Concerned by the threat of Hackers, the mayor has enlisted the help of Dr. Einst. He's also an inventor, but he doesn't have time to chat with young boys about their ideas.

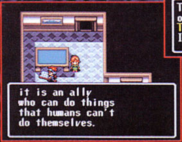
READ THE ROBOT BOOK

Before Dr. Akihabara leaves town, he tells you about the Robot Book. Read it thoroughly to learn about robots and how to use them. There is also money, which you can use to make your first robot, tucked into the back of the book. Use the machine in the house.



This book? It's been in
our family for ages.
The Robot Book.
I'll leave it for you.

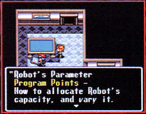
Read the Robot Book that Dr. Akihabara leaves behind to learn about robots, then use the cash that you find in the book to make your first one.



it is an ally
who can do things
that humans can't
do themselves.

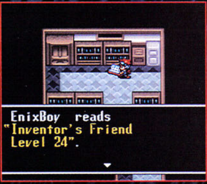
OTHER REQUIRED READING

If you check the bookshelves in this and other houses, you'll find many other books on various subjects. As you gain experience, you'll raise your level and gain the ability to read more complex books.



"Robot's Parameter
Program Points -
How to allocate Robot's
capacity, and vary it.

You'll be able to read the Robot Book right away, but the other books will be too hard to read until you gain experience.

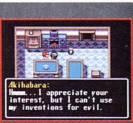


EnixBoy reads
"Inventor's Friend
Level 24".

To read Inventor's Friend Level 24, you'll have to reach Experience Level 24.

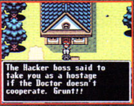
SHOW OFF YOUR ROBOT

Travel up the road a short distance to show your robot to Dr. Akihabara. Your meeting will quickly turn into a showdown with a Hacker Commander, and you'll be able to see how well your new invention works.



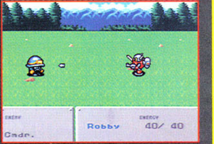
Akihabara:
Hmmm...I appreciate your
interest, but I can't use
my inventions for evil.

Dr. Akihabara refuses to help the Hackers' with their plan.



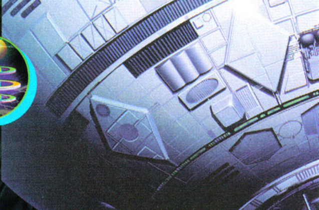
The Hacker boss said to
take you as a hostage
if the Doctor doesn't
cooperate. Grunt!!

You must fight when they try to take you hostage.



Show the Hackers that you won't give up without a fight, and see how well your new robot fares in battle.

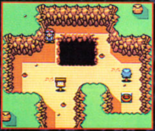
EXPLORE THE CAVE



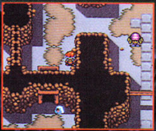
There's a crisis in Rococo! When you return to town after showing off your robot, you'll find that several children have disappeared. They were last seen playing near the Cave, so the mayor decides to send Dr. Einst to find them. You'd better follow.

SECRET ENTRANCE

Dr. Einst's plan is to blow through the wall with a bomb, but he succeeds only in causing a cave-in. After he blocks the way, go back outside and look for another entrance to the left of the first one. You'll find a large hole with a warning sign near it. Don't heed the warning; instead, jump into the hole to begin searching the underground maze for the missing children.



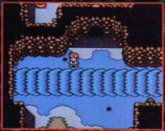
The sign warns you to stay away. Jump into the hole anyway.



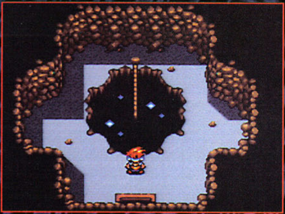
Inside the Cave is a maze filled with hermit crabs and gels.

GO WITH THE FLOW, KID.

After you combine the Rusty Drill with Clean, return to the Cave. When you come to the river, step in and let it carry you to the left into another room. Get out of the current and walk up through the door to find the children. When you drill an exit in the wall, they'll all run home—all of them except for Carl, that is. He wants to stay and explore just a bit longer.

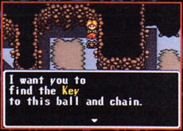


Let the current carry you into the next room. You'll hear a loud crash as another pit opens.



FREE KOTETSU

When you return to the Cave to find Carl, you'll enter through the new pit and find a new area. There you'll meet a person named Kotetsu who is being held prisoner by the Hackers. You'll have to turn up the heat in the Meta Crab's sauna to blow the door open so you can enter and get the key you'll need to free him.

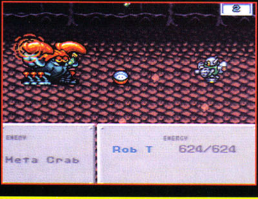


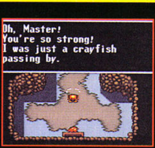
I want you to
find the Key
to this ball and chain.

Give the key to Kotetsu so he can unlock the ball and chain.

THE MARAUDING META CRAB

After the incident in the sauna, the Meta Crab is really steamed. He's holding Carl hostage, and the two of you have tried his temper. He spits out fireballs that become little crabs that will claw you if you turn your back. Hang in there and use Cure when your robot's energy runs low. Attack the big crab from behind whenever possible and stay out of claw reach.

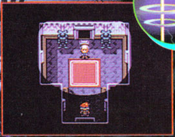




Oh, Master!
You're so strong!
I was just a crayfish
passing by.

All of that overcooking made this crab tough. You'll be able to go through the locked door to the left of this room when you crack his shell.

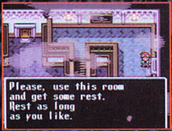
THE OLD HOUSE



Next, rumors of strange happenings in the east lure you into the Forest of Illusion. Deep in the woods you'll find an eerie, old house. When you enter the house, you'll be met by Igor, an ancient butler, who will show you to your room. Don't try to wander off on your own—you'll just be sent back to your room if you do.

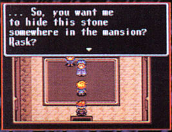
SWEET DREAMS

When you sleep in the bed in your room, you'll have an odd dream about a doll and a mysterious stone. Some of the people look vaguely familiar.



Please, use this room
and get some rest.
Rest as long
as you like.

Igor will show you to a room and suggest that you get some rest. Do as he says.

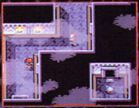


... So, you want me
to hide this stone
somewhere in the mansion?
Rask?

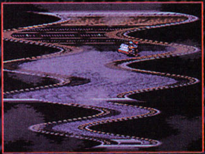
In your dream, you'll learn about a stone that's hidden somewhere in the mansion.

FOLLOW IGOR

When Igor goes through the door and down the hall, follow—but don't let him see you. If he catches on, it's back to the bedroom for you. When you reach bookcases, pause and read the books.



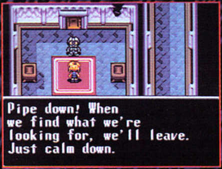
Don't let Igor see you follow him down the hallway!



When you read one of the books, a trap door will open.

BREAKER BREAKER

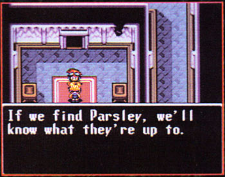
Mint is being held in a locked room by a Hacker soldier. He might talk tough, but he's really just a scaredy-cat. Go into the room below and search the wall to find a breaker. Flip it on and off several times. When the lights flicker, the soldier will get scared and will race out of the room, leaving the door open and Mint free. The two of you can now search for Flavon.



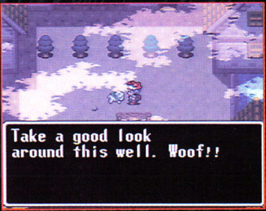
Pipe down! When
we find what we're
looking for, we'll leave.
Just calm down.

TALK TO THE ANIMALS

You'll learn to make Relay, which lets you talk to animals, by talking to Flavon. He'll also tell you that Parsley has stolen the key to the Clock Tower. Go to the Invention Machine, make Relay, then talk to Parsley in the courtyard. He'll tell you to look around the well to find the key to the Clock Tower.



If we find Parsley, we'll
know what they're up to.

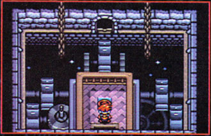


Take a good look
around this well. Woof!!

After you make and equip a Relay, go to the courtyard and talk to Parsley. He'll tell you to look carefully around the well. That's where you'll find the Clock Tower key.

THE CLOCK TOWER

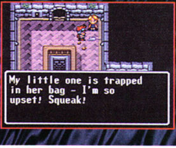
In some time long since past, Rask designed and built the Clock Tower. It has several floors and houses the inner workings of the great clock, which unfortunately doesn't keep accurate time. Rask was a whimsical designer who also made dolls, many of which you'll find inside the tower. The dolls are shapeshifters, though, who sometimes hide the souls of demons. It is the demons who are interfering with the clock's ability to keep time. You must find and destroy them.



When you step inside the Clock Tower, you'll see the giant mechanism that runs the clock.

MINT AND THE MOUSE

When you enter this room, you'll find Mint cornered by a Mouse. If you equip Relay and talk to the Mouse, she'll tell you that her child is trapped in Mint's purse. Tell Mint to free the little tyke. Mint will then leave. If you exit the room and return, the mother Mouse will be back. Talk to her to learn about a secret door in the room. Flip the Wall Switch before leaving.

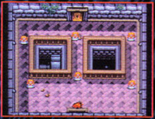


My little one is trapped in her bag - I'm so upset! Squeak!

The Mouse doesn't have it in for Mint, she just wants her baby back. When you get Mint to free the child, Mother Mouse will be very grateful.

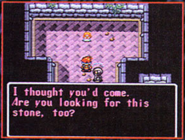
THE DOLL CHIMES

The Doll Chimes will force you out of the room the first time you enter. Walk right back in. This time, they'll threaten to beat you up, but before they have a chance to lay a fist on you, the mother Mouse will enter the room. The Doll Chimes talk tough, but they're scared of mice and will run out of the room when the Mouse enters. Talk to her about the stone.



THE DREAM DOLL

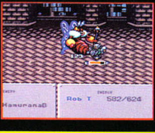
Finally, you'll find the Doll that you saw in your dream earlier. In the dream, Rask suggested hiding a special stone in the Doll. The stone he was speaking of was, of course, Tetron. The Tetron gives this strange Doll unusual powers, powers that enable it to petrify the Hacker soldier who attempts to steal the stone. The Doll also has the power to morph into other, more powerful, forms, so be sure that you're powered-up and well-equipped before you approach it.

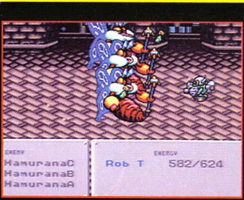


I thought you'd come. Are you looking for this stone, too?

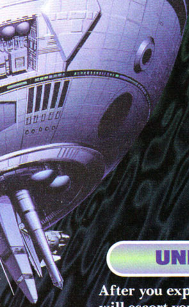
THE MAMURANA BUTTERFLY

When you attempt to take the stone from the Doll, it will change into a huge Butterfly that is capable of replicating itself. It's a very strong enemy that takes a long time to defeat, so you'll probably need several Cure and Repair items. You have to keep pounding away on the main Butterfly to gradually eat away at its energy. The duplicate images it creates are easy to defeat. Use a programmed attack that hits all three at once, then, when the two false Butterflies disappear, concentrate strong attacks on the true Butterfly.





After you defeat the two fakes, concentrate on the main Butterfly.

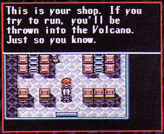


SOUTH ISLE

When you return to Rococo, you'll learn that many of the residents have received invitations to visit the South Isle. Several people, dreaming of sunny vacations, have already departed. When you go to your house, Nagisa will tell you that you've received an invitation, too. Take the boat from the nearby Harbor to reach the island.

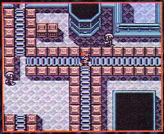
UNDER THE VOLCANO

After you explore the village on South Isle, a guide will escort you to the Volcano. Instead of just seeing the sights, though, you'll become a human sacrifice. Inside the mountain is a Hacker Factory, where you become slave labor, along with others from the village who responded to their invitations. To sneak around inside the factory, ride the conveyor belts and change their directions by flipping the wall switches.



This is your shop. If you try to run, you'll be thrown into the Volcano. Just so you know.

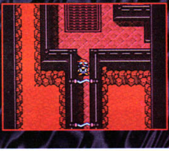
Rococo villagers have been put to work in the Hacker Factory.



Flip the wall switches and ride around on the conveyor belts.

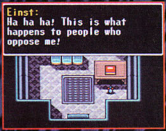
GET THE GOGGLES

When you get the infrared Goggles, you'll be able to see electric beams that were previously invisible, and you'll be able to see invisible enemies, too. They'll come in handy in many areas of the game.



MAN OR MOUSE?

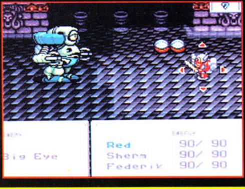
You'll soon find that Dr. Einst is behind this whole mess. When he finds you messing with his plans, he turns you into a mouse. As a mouse, you can run through heating ducts and get into small holes.



Einst:
Ha ha ha! This is what happens to people who oppose me!

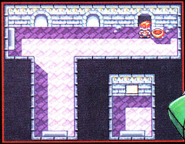
DO BATTLE THE BIG EYE

After you destroy the Earthquake Machine, the villagers will offer you the treasure in a nearby Shrine. Dr. Einst is hot on your tail, and you'll have to beat his latest invention, Big Eye, before you'll be able to reap your rewards.

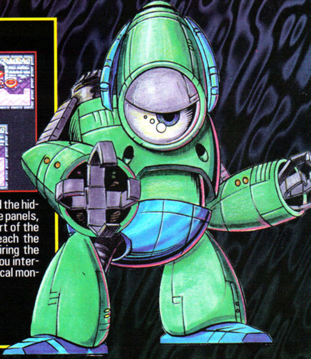


ENEMY
Big Eye

ENERGY
Red 90/ 90
Sherm 90/ 90
Federik 90/ 90



To find Einst and his eye, you must find the hidden door behind one of the three stone panels, then step on a floor plate to move part of the path into place. When you finally reach the treasure room, Dr. Einst will be admiring the amazing stone in the statue. When you interrupt him, he calls in Big Eye, a mechanical monster with a three-way attack.



But wait—there's more! There is, in fact, much more to Robotrek. This trek will take you to worlds—and universes—far beyond the planet of Quintinex. Explore it soon on a Super NES near you.

Lemmings 2
the Tribes

LEMMINGS ON THE LOOSE

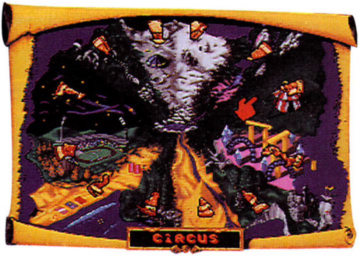
Those lame-brained Lemmings are back in a new puzzler for the Super NES, and this time they must escape from their island home before Darkness descends and destroys them. The island has twelve regions, each home to a different tribe of Lemmings. You must find the piece of Talisman hidden in each region and take it back to the ark. When the Talisman is complete, the ark will set sail and carry the little Lemmings to safety in a new land. As before, the Lemmings totally lack a sense of direction, so you'll have to guide them around obstacles and avoid the pitfalls between their trap doors and the exits. To rescue each tribe, you'll have to guide the members through 10 levels, and only the Lemmings that survive the previous levels go on to the next ones. This sequel is more challenging than the original, but lacks a two-player mode.

By the power of the reunited Talisman

For many generations

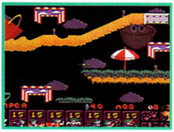
THE ANCIENT LAND

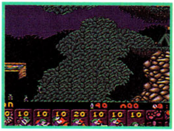
You can select the overworld map to view the island world of Lemmings 2. All 12 areas are shown on the map, and you can begin with any of them by selecting it with the cursor and pressing the B Button.

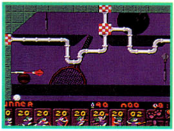


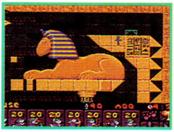
TONS O' TRIBES

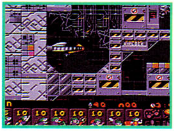
The tribes are as different as the regions they inhabit, so the obstacles they'll face and the skills they'll need vary greatly. From the polar region in the north to the eastern circus area, Lemmings 2 has lots of variety.

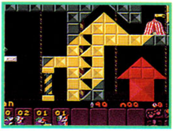

In the Beach level, Lemmings have to contend with oversized shovels and pails as well as big umbrellas.


When you go outdoors, you can turn some of your Lemmings into Planters, who can make lush foliage grow.


The Lemmings residing in the Sports region have skills suitable for track and field events, such as archery.


In the Egyptian region, the Lemmings toil amid pyramids and other ancient archeological wonders.


The most advanced of the Lemmings reside in the Space region.

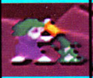

The Circus area isn't all fun and games—it's full of tricky obstacles.

SELECT FROM AMONG 49 DIFFERENT SKILLS!

There are lots of skills to learn in Lemmings 2. Although you can use only eight in each area, there is a huge variety of possibilities. Usually, there are many ways to overcome obstacles; the methods you choose will depend on which skills you have at your disposal. Often, the challenge lies in figuring out how to best use the skills available to you.

JUMPER

RUNNER


FILLER

BALLOONER

ARCHER

ATTRACTOR

BOMBER

SCOOPER

HOPPER

SKATER

KAYAKER

SWIMMER

PLANTER

MAGIC CARPET

CLUB BASHER

THROWER

DIGGER

CLIMBER

BUILDER

BASHER

MINER

FLOATER

LASER BLASTER

EXPLODER

MAGNO BOOTS

BAZOOKER

SPEARER

FENCER

STOMPER

RUNNER 2

STACKER

POLE VAULTER

MORTAR

PLATFORMER

DIVER

FLAME THROWER

SUPER LEM

SURFER

PARACHUTE

SLIDER

ROCK CLIMBER

JET PACK

SHIMMIER

ROPER

TWISTER

SAND POURER

GLUE POURER

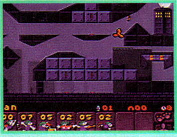
ICARUS WINGS

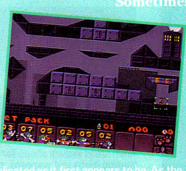
HANG GLIDER

POWER-UPS

TIPS FOR QUICK TRIPS

Sometimes there are very simple solutions to even the trickiest-looking levels, so don't overlook the obvious and make things more complicated than they really are. Some of the levels have secret "back door" solutions that will save you hours of anguish. The Pancake Factory level is a case in point. In this stage, the only Lemming you have to save is the first one out the door. Give him a Jet Pack.





The Pancake Factory level isn't as complicated as it first appears to be. As the first Lemming drops from the trap door, make him a Jet Packer, then use the Fan to float him up to the exit above. He's the only one you have to save.

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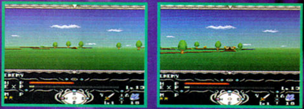
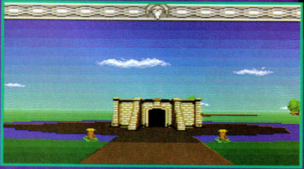
DRAGON VIEW

© 1994 Kemco

A NEW VIEW FOR ADVENTURE

Adventure and RPG fans have been spoiled recently with great games like Illusion of Gaia and Final Fantasy III. In all the excitement, though, you may have missed Kemco's Dragon View, which has two unique perspectives. The main view looks like a side-scrolling game, but your character actually moves in four directions. The other view is an open 3-D plain reminiscent of Drakkhen. With hands-on battles, a sinister plot unfolding in cinema sequences, and clues, magic and treasure to be found everywhere, Dragon View offers a rich world for epic gamers.

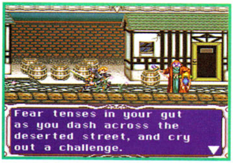




In the first-person perspective of the Outer World, you seem to move freely over the huge island. Towns, buildings, trees and other objects scale smoothly as you approach or recede.

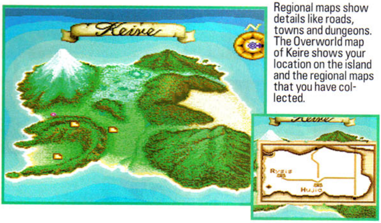
ARGOS' AMBITION

When beautiful Katarina bids Alex to seek out her missing grandfather, it marks the beginning of an epic adventure that will turn Alex into the greatest swordsman and warrior of his time. Set against our young hero is Argos, who seeks the power of the Underworld and the Prime Orb. When Katarina is kidnapped by Argos, Alex sets forth to right all the wrongs and save Keire Island. In the process, he will discover the mysterious link between Katarina, his heritage, and the ancient Dragon World. At many points throughout the game you will witness cinema scenes that tell the story, much as they do in Final Fantasy III where the story just takes over. Alex is witness to some events, but other scenes cut away from the present action to show Argos and other characters plotting evil deeds. The story follows a familiar line, but the animation of the story-telling sequences adds to the excitement. Interestingly, much of the text is written in the second person, telling you what you see and feel.

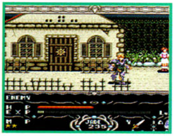


Fear tenses in your gut as you dash across the deserted street, and cry out a challenge.

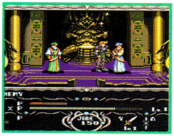
Animated cinema scenes reveal much of the Dragon View story. Sometimes, important clues are revealed automatically.



Regional maps show details like roads, towns and dungeons. The Overworld map of Keire shows your location on the island and the regional maps that you have collected.



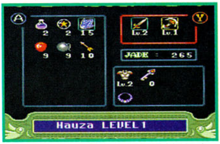
Town areas include shops for purchasing items and weapons, people who may have clues, and a temple where you can save the game and heal Alex.



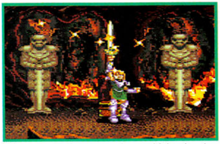
When you step inside a building, you may find helpful people or items. In this case, the monks offer advice, healing and the Save Game option.

AN ACTION PAK

From hunting monsters in the open for Jade and Experience Points to exploring dungeons filled with puzzles and traps, Alex must be ready to fight at every step. Play control is good and the ability to jump means that you can move in all three dimensions while fighting. You can also select different weapons, like the spinning Hauza blade or the Bow and Arrow, once you've collected them. Although movement is not quite as free as in Zelda games, it gives you the same feeling of involvement.

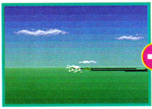


Items and weapons may be used with the A or Y Buttons. As in Zelda games, your strategy of weapon and item choice may determine your fate.

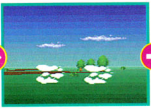


Weapons can be powered-up to higher levels if you find hidden Power-Up locations, like the one shown here in the Fire Cave.

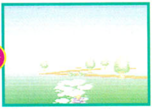
ENEMIES ABROAD



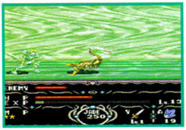
Enemies in the Overworld are surrounded by their vile, Underworld mists.



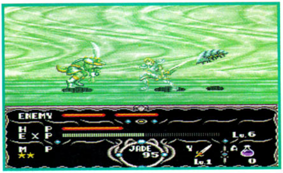
Battle the monsters to gain Jade (money) and Experience before tackling the bad boys of the dungeons.



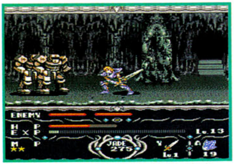
When you close in on the monster, its mist surrounds you for the duration of the battle.



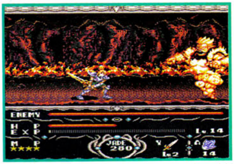
Keep in mind that you can move in three dimensions. One useful tactic is to jump behind enemies and to attack from the rear.



DUNGEONS



Dungeon areas may be vast mazes or a single room. You'll battle the fiercest monsters in such places, but you will also find puzzles, booby-traps and treasures.

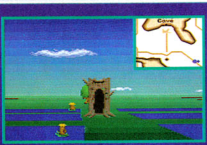


Dungeons contain boss or guardian enemies with long Life Meters. While the battle rages, remember your items, such as Heal Potion, which may give you the edge.

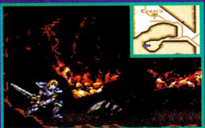
POWER-UPS

SWORDS & FIRE

Before heading off to the Fire Cave, heed the words of Damme and seek out the stone with the secrets of the sword written on it. Cross Galys Pass and head southeast. Within a giant stump in a bog is the stone. The awesome power you'll learn there can defeat many enemies with a single shot, but you'll lose a portion of Life Energy. You'll further increase your power in the Fire Cave by defeating the Fire Genies.

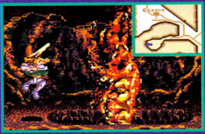


The sword power is found in a hollow stump in the north end of the valley beyond Galys Pass.

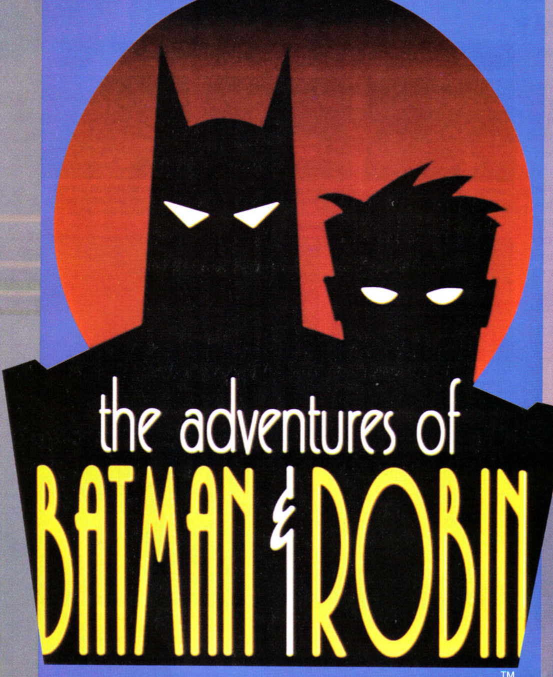


The monsters in this area give you lots of Experience Points. You can gain several levels.

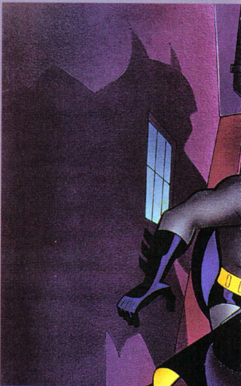
FIRE POWER



In the Fire Cave room with the large flaming pit, you'll notice that your Dragon Scales have no effect. The secret is to step into the fire and drop down to the next level. After dousing the flames here, return to the upper level to proceed.

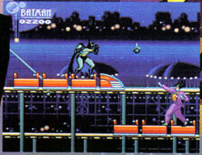


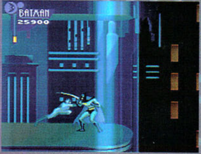
the adventures of BATMAN & ROBIN™

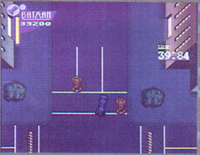


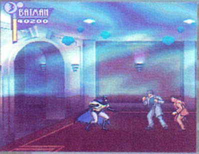
SLEEPLESS IN GOTHAM

Batman and Robin won't be catching any winks once players plug in Konami's new one-player action title, The Adventures of Batman & Robin. The greatest villains of the comic book world have conspired to keep the Dynamic Duo sprinting from one hot spot to another through eight levels of frenzied action and perplexing puzzles. With Robin's assistance in some levels, Batman must make use of his bat weapons, brains and fighting skills to foil the nefarious plots of the Joker, Poison Ivy, the Penguin, Catwoman, the Riddler, Two Face, and Scarecrow. It's Batman's most exciting challenge on the Super NES to date. The graphics and sound are as good as those in the animated series, and the play control will keep you coming back for more.









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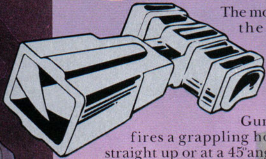
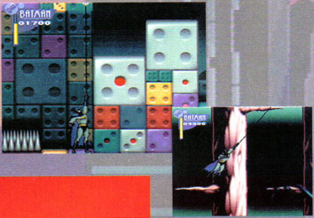
GRAPPLING GUN

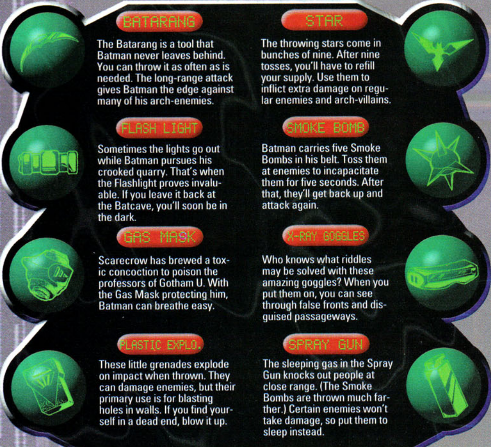


The most useful (and the most often used) of Batman's wonderful tools is the Grappling Gun. This device fires a grappling hook and rope straight up or at a 45° angle. If it hits a wall, ceiling or other solid surface, it will sink in and Batman can use it to climb up or to swing along the arc that it forms. You'll find that it can get you out of impossible situations.



BAT ATTACKS

Batman was the first super hero to rely on science and technology to combat the maniacal genius of his foes. In fact, Batman is just an ordinary guy with tons of cash to spend on terrific toys, as Nicholson once put it. The tools and weapons shown here can be carried in your Batbelt at all times, but only certain items are necessary in each stage. Only the driving stage, Trouble In Transit, requires none of these toys. (Instead, you'll cruise in the Batmobile.) Once an item has been added to the Batbelt, you can find it by scrolling through the list of tools. Since it can take time to scroll through all eight items, you can choose to leave some behind. Some of the items, like the Plastic Explosives, must be refilled. Other items, like a key card, are found during play.



BATARANG

The Batarang is a tool that Batman never leaves behind. You can throw it as often as is needed. The long-range attack gives Batman the edge against many of his arch-enemies.

STAR

The throwing stars come in bunches of nine. After nine tosses, you'll have to refill your supply. Use them to inflict extra damage on regular enemies and arch-villains.

FLASH LIGHT

Sometimes the lights go out while Batman pursues his crooked quarry. That's when the Flashlight proves invaluable. If you leave it back at the Batcave, you'll soon be in the dark.

SMOKE BOMB

Batman carries five Smoke Bombs in his belt. Toss them at enemies to incapacitate them for five seconds. After that, they'll get back up and attack again.

GAS MASK

Scarecrow has brewed a toxic concoction to poison the professors of Gotham U. With the Gas Mask protecting him, Batman can breathe easy.

X-RAY GOGGLES

Who knows what riddles may be solved with these amazing goggles? When you put them on, you can see through false fronts and disguised passageways.

PLASTIC EXPLO.

These little grenades explode on impact when thrown. They can damage enemies, but their primary use is for blasting holes in walls. If you find yourself in a dead end, blow it up.

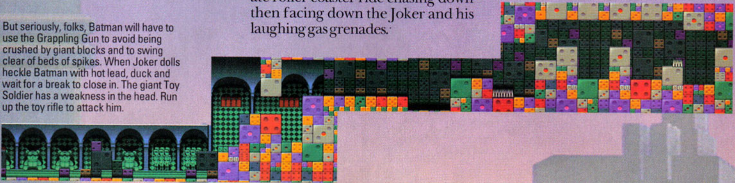
SPRAY GUN

The sleeping gas in the Spray Gun knocks out people at close range. (The Smoke Bombs are thrown much farther.) Certain enemies won't take damage, so put them to sleep instead.

AMUSED TO DEATH

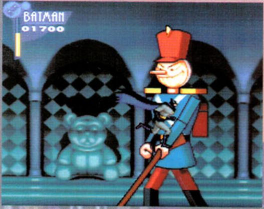
The last laugh may be on Batman unless he takes care in this fiendish carnival ride of a stage. When the plea for help comes in, Batman rushes to Gotham City's amusement park where the Joker has threatened to take the kids for a ride. As Batman runs through the streets, he will meet and greet thugs—some unarmed, some with pistols, while others pack assault weapons. Get used to these guys because you'll keep running into them throughout the game. At the end of the stage you'll find yourself on a desperate roller coaster ride chasing down then facing down the Joker and his laughing gas grenades.

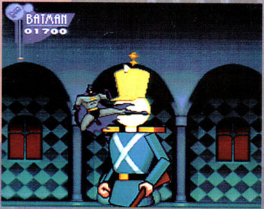
The first area poses little threat to Batman. Just duck out of the way of pistol fire and jump kick the rifle guys. You won't need any special tools to clear this area.



But seriously, folks, Batman will have to use the Grappling Gun to avoid being crushed by giant blocks and to swing clear of beds of spikes. When Joker dolls heckle Batman with hot lead, duck and wait for a break to close in. The giant Toy Soldier has a weakness in the head. Run up the toy rifle to attack him.

The wooden head of the toy soldier in the Fun House can't take Batman's pummeling. Run up the slanted barrel of the toy rifle and jump up to hit the soldier in the nose. You might take some damage, but you'll take more damage if you fall back to the floor. Batman won't need to use any special items here, either. Jump kicks are accurate and effective.



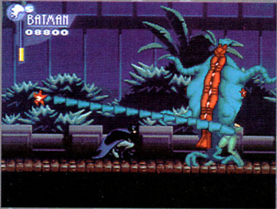


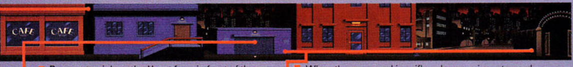
NO GREEN PEACE

Green Ivy may have a green thumb, but she'll finger anyone who touches her plants. Batman must save the parks of Gotham City by tracking her down through a forest. Ivy has taken steps to insure that Batman fails. Her green team is lying in wait along a booby-trapped course.

MEAN GREEN

Green Ivy will pin Batman with her pod attack if he doesn't duck out of the way. You won't have a gas, like you did earlier in the level. Instead, try plucking this perilous weed from a distance with your Batarang.



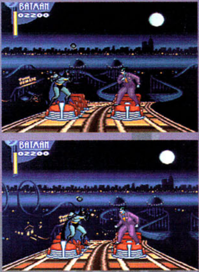


Be sure to pick up the Heart from in front of the garage after you've beaten the enemies in that area.

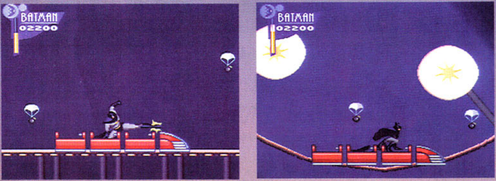
When the guys packing rifles show up, jump toward them and kick. Their shots will pass beneath Batman.

THE COASTER

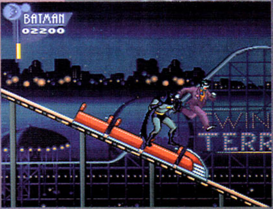
Once Batman leaps aboard the roller coaster, it's a one-way trip. You'll have to watch out for the Joker's floating grenades, then hit them back when he starts tossing them at you in the head-on perspective.



When the grenades start their descent toward Batman, hit them back at the Joker. Your timing must be precise, and you can't allow Batman to take too many hits.

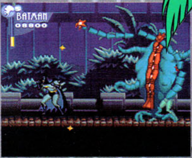


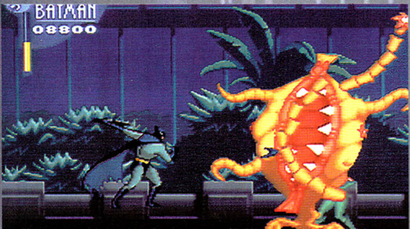
The best position to take on the coaster is between the first and second cars. If Batman squats down here, he'll only have to fend off the low-thrown grenades.

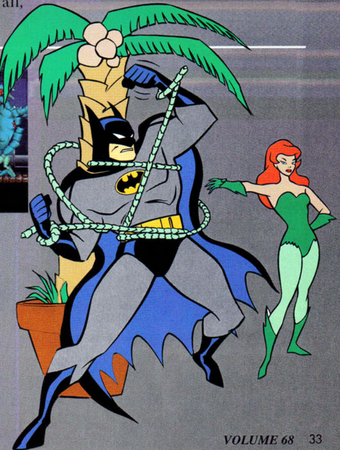


When the exclamation mark appears, it's a sign for Batman to jump to the Joker's roller coaster train. Wait for the closest approach, then jump. When you and the Joker are face to face, fight him with low kicks while avoiding the occasional grenades. Most important of all, don't jump. You don't want to get knocked off.

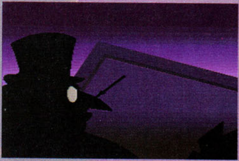
Holy Spores, Batman! That pod is Green Ivy's precious pet. This little pod of horrors attacks the Blue Knight with a long, stinging root. You'll have to duck the root and wait for the pod to open. Hit it with the Batarang. When it goes nuts, move to the far right, dodge the stars, then move in to throw the Batarang. At times, Ivy gets into the act by shooting thorns.







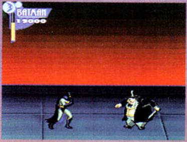
FOWL PLAY

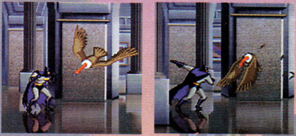


Fowl fiends have flocked to the Gotham Museum to steal a priceless work of art. Robin directs Batman's rescue of four guards then helps him find the curator and the Penguin. He also provides the Key Card that lets you into all the rooms.

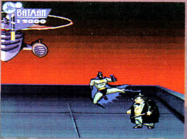
BIRD OF PREY

Before pounding the Penguin, but after using the four digit code, which changes each time you go to rescue the curator, you'll have to vandalize the vulture. Wait until the bird is at arm's length, then punch it in the beak.



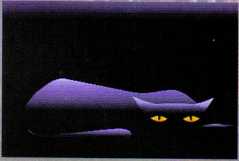


When the vulture is at arm's length, punch it in the beak. Several hits will cook this goose.



When it comes to this Penguin, he's a tougher bird than he looks. Dodge the chopper's shots and wait for the Penguin to land on the roof after his little flight via umbrella. Get in as many hits as possible when the Penguin is down. You'll have to repeat the process over and over. Your biggest problem will be staying clear of all the bullets.

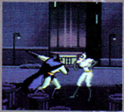
TALE OF THE CAT

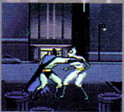


When Catwoman prowls the high places of the city, Batman pursues her to the end. The graphics are stunning in this level, but the play isn't as hard as some of the other stages. After climbing to the tower tops, Batman and Catwoman tussle in an elevator. He then chases her and they plummet into the city canyon. If you snag a pole with the Grappling Gun, you'll go on to fight Catwoman in a back alley.

NINE LIVES

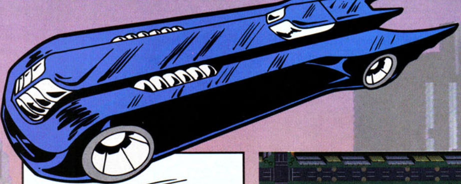
Catwoman won't give up easily, but there's an easy method to beat her. Use the Batarang to stun her momentarily, then jump in and hit her. Immediately jump back out of range of her whip. Repeat the process until she purrs for mercy. Now you can present her with Isis, her pet kitten.

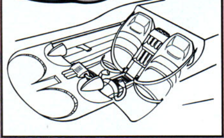


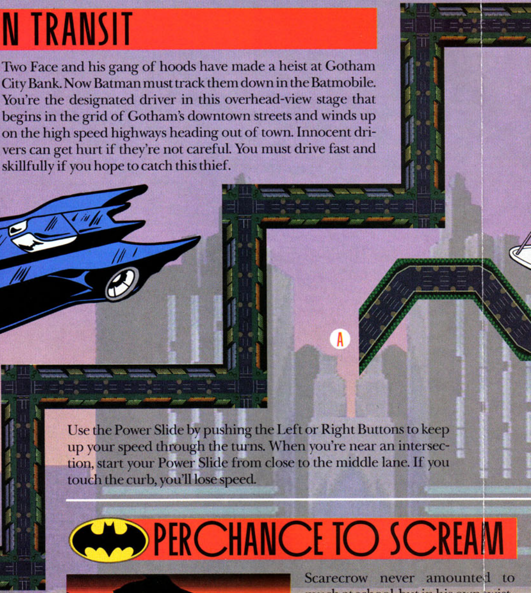


TROUBLE IN TRANSIT

Two Face and his gang of hoods have made a heist at Gotham City Bank. Now Batman must track them down in the Batmobile. You're the designated driver in this overhead-view stage that begins in the grid of Gotham's downtown streets and winds up on the high speed highways heading out of town. Innocent drivers can get hurt if they're not careful. You must drive fast and skillfully if you hope to catch this thief.





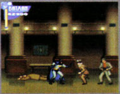


Use the Power Slide by pushing the Left or Right Buttons to keep up your speed through the turns. When you're near an intersection, start your Power Slide from close to the middle lane. If you touch the curb, you'll lose speed.

With only 65 seconds to navigate these city blocks, you won't have much time to admire the view. Memorize the route as you see it on the map: left, right, left, right, left, right. It's even more important to know the lengths of the blocks.

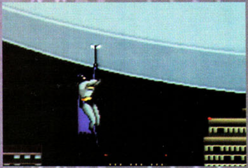
PERCHANCE TO SCREAM

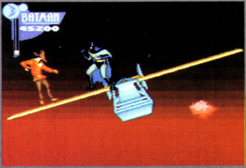
Scarecrow never amounted to much at school, but in his own twisted way he was a genius. Now, he has invented a toxic gas to pay back the brains at Gotham State University. Make sure Batman brings the Gas Mask along for this little frat party. Once you reach the roof, Robin—piloting the Batplane—takes you to Scarecrow's command blimp. Use the Grappling Gun to swing along the bottom.

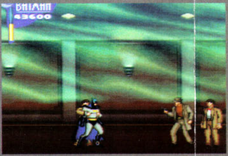


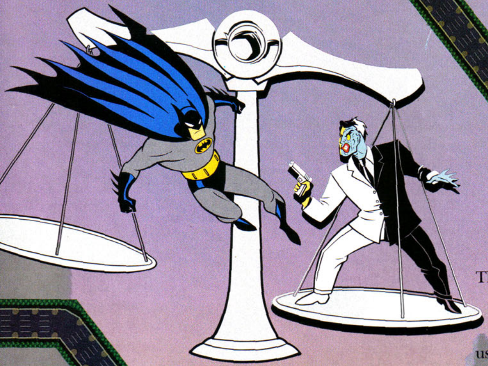
SCARECROW

Old Pumpkin Head dances on the tip of the plane's wing no matter how wildly it pitches and tilts. You must do the same. Once again, the Batarang can stun your foe, giving Batman a chance to leap in and get a hit, then jump back out of attack range.





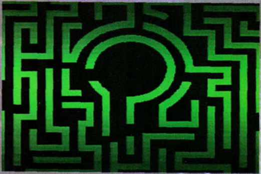


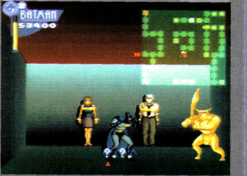


Finally, Two Face and his mob appear in the red car ahead. It's time to put the Batmobile's guns into action. While Two Face drives all over the place, you must stay on his tail. If you get out in front, you'll become his target. Slow down if T.F.'s car gets too close. You can always catch up later.

The next 60 second section of pursuit takes you on an expressway filled with other cars. Although the turns are more gradual here, you'll still want to use the Power Slide in order to keep up your speed. Dodge the cars in this section rather than shooting them. Two Face is just ahead.

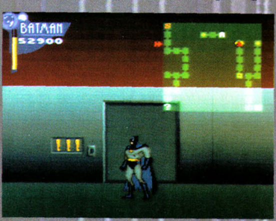
RIDDLE ME THIS





In the first riddle, a straight line isn't as *short as you might think. The second riddle requires a musical key with no* sharps. To solve the final riddle, you'll have to use your brain. Afterwards, use the walls to jump over the Minotaur so *you can hit him from behind.*

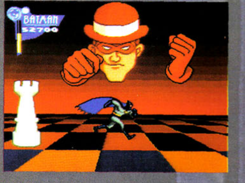
When the Riddler kidnaps Police Commissioner Gordon and his daughter, Barbara, in a virtual reality game, The Maze of the Minotaur, Batman cleverly downloads himself into a virtual nightmare. There he is beset by numerous riddles, secret warps and hidden passages.

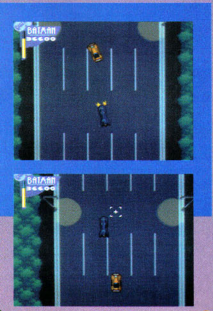


The Plastic Explosives are essential for blowing down false fronts. You'll also have to get used to the new rotating perspective whenever you turn cor-

CHESS MOVES

Suddenly, Batman falls to a giant chess board. Clearly, the Riddler thinks Batman is just a pawn. When the Riddler appears in the sky, get ready for the ultimate test. The chessboard ahead will shatter with your step while the Riddler fires at you with a laser. Keep moving.

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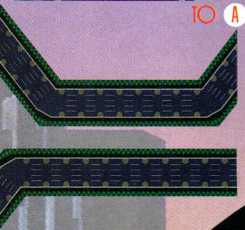
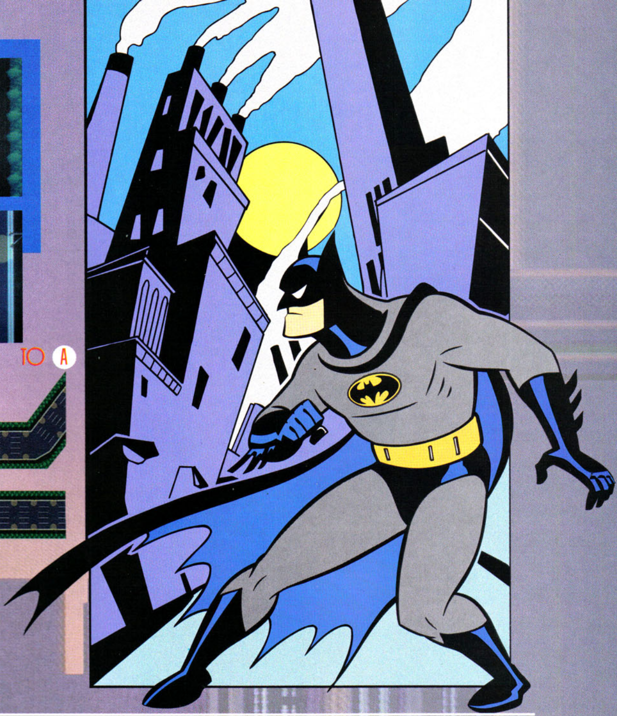
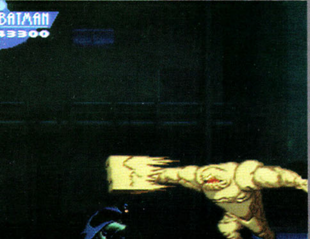




THE GAUNTLET

In Gotham City, there's no such thing as a permanent sentence. Even though Batman and Robin have put these masterminds behind bars earlier in the game, they have escaped to torment him one more time. In The Gauntlet, you must battle the archvillains and other fiends, one after another, and their attacks have changed for the worse. Will Batman survive this perilous parade or will the Batsignal be silenced forever?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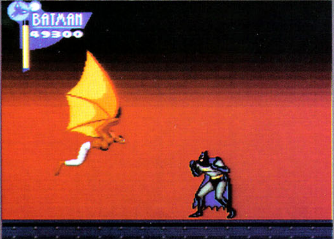
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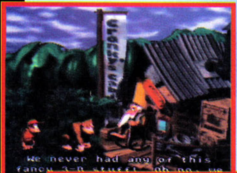
MEMBERS' ONLY SPECIAL

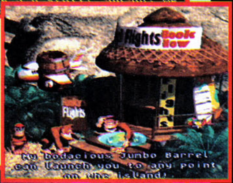
Top Games of 1994

Super NES

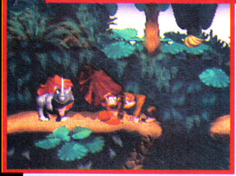
#1 Donkey Kong Country

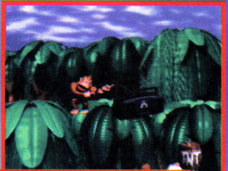
What can we say that hasn't already been said about this game?! Donkey Kong has been resurrected from obscurity and he's changed the face of the video game industry forever. On the eve of the so-called Super System Revolution, **Donkey Kong Country** has proven that the 16-bit market is still evolving and is far from ready to roll over. DK Country is the first fully rendered 16-bit game. Every single character and item in the game has been created with the ACM technique for an exciting new look that we can expect to see more of in the future! The look and feel of Donkey Kong Country has raised the standard of video games forever. Long gone are the days that a game with substandard graphics will be accepted by game players.

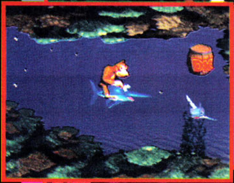

We never had any of this fancy 3-D stuff! Oh no, we had to

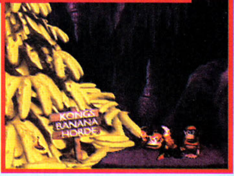


My bodacious Jumbo Barrel can launch you to any point on the island!









Mortal Kombat II was a great fighting game with good graphics and play control, but it also marks a change in Nintendo's approach towards the video game market. When the original Mortal Kombat was released, there was an outcry of censorship! With Mortal Kombat II, Nintendo let the public make its own decision as to whether or not the violence was their cup of tea. Not only does Mortal Kombat II have all of the moves of the arcade hit, but it also has great graphics and play control!

PRESS START
MILEENA

2

Mortal Kombat II

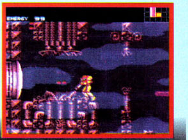
4

NBA JAM

SCHREMPF
PRESS
WILKINS
SHOT

NBA Jam was a great arcade game that successfully made it to the Super NES without losing its appeal. NBA Jam is a sports game that appeals to a players that may not typically care for sports games. Sports fans enjoy playing as their favorite pro basketball player, while gamers enjoy the speed and flow of the game. Codes became an integral part of the game for the first time with NBA Jam. While this is a great game on its own, the codes and the character that they ad to the game place NBA Jam above all other sports games in 1994.

Super Metroid is Samus's third adventure, but the first to appear on the Super NES. The added power of the Super NES helped drive this game to dimensions that the first two Metroid games could never even dream of reaching. Game play and storyline are where Super Metroid has gained its place on this years top games list. Super Metroid is a hybrid blend of action and adventure that drives you to play it over and over. When Samus and the Mother Brain collide, you know that there is going to be trouble!



3

Super Metroid

5

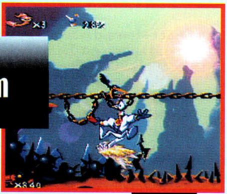
Final Fantasy III

Fight
Runic
Magic
Item
5474
5639
5878
5693

Although **Final Fantasy III** arrived late in 1994, it still has made a big impact on players. Square Soft's second Final Fantasy game on the Super NES, this game took all of the great features of Final Fantasy II and improved them. FF III is an epic adventure to the fullest extent. There are a wide variety of characters for players to choose from and there are many different paths to take throughout the game. FF III has set a standard that will be difficult for other Role Playing Games to match.

6

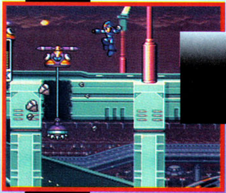
Earthworm Jim



Shiny Entertainment wriggled out of the pack this year and presented us with a well deserved hit game. **Earthworm Jim** introduces us to a fresh and entertaining character, and leads him through a series of hilarious adventures. Shiny enlisted the skills of a truckload of cartoon animators and let them loose in the video game world. The aftermath is an incredible game that plays like a cartoon. Tongue-in-cheek humor is laced throughout this pak, making it a great gaming experience.

7

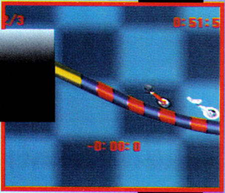
Mega Man X



Capcom took its famed NES hero and revamped him for the Super NES, resulting in a great transition for Mega Man. The graphics in the Mega Man series have always been a step above most of the other games on the market, so it is only natural that **Mega Man X** would look good, but it plays like a winner as well! Other notable classics that made the successful move to Super NES this year include Super Punch-Out!! The blue bomber just got there first.

8

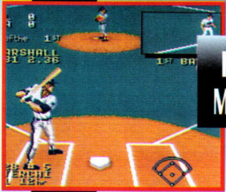
Uniracers



Although this game has just recently been released, we included it because of the incredible graphics. **Uniracers** is the second game to use the ACM rendering technique that makes Donkey Kong Country look so good. This also allows the game to move at speeds never before seen in a Super NES game. A strong two-player game, Uniracers incorporates the racing action that made Super Mario Kart a classic. This is a game that must be played to be appreciated!

9

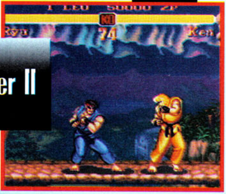
Ken Griffey Presents Major League Baseball



We pondered over this choice for a while before we could make a decision. Some players would argue that Tecmo Baseball has more realistic graphics than **Ken Griffey Jr. Presents MLB**, but we decided that a baseball game needs more than just realistic graphics. The play control is well balanced and easy to understand while the team edit feature and the full season mode make this game a favorite.

10

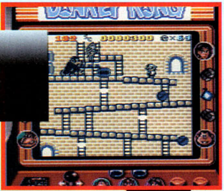
Super Street Fighter II



Super Street Fighter II is the game that Street Fighter II Turbo should have been. It is the best of all the Street Fighter II games, but it isn't as different a game as players would have liked. The play control and graphics have improved from the original game, and the new characters and scoring systems add depth. If you already have one of the otherStreet Fighter II games, then you might be disappointed with this one, but if you're new to the fighting game format this is the one to get!

1

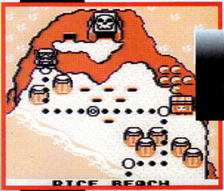
Donkey Kong



Donkey Kong's latest Game Boy release also hit the top of the charts this year. The release of the Super Game Boy changed the way we look at Game Boy games forever, so it would only make sense that the first Super Game Boy Enhanced game would make its mark. If you liked the classic arcade Donkey Kong, then you won't want to miss this latest rendition, with nearly one hundred kong climbing levels.

2

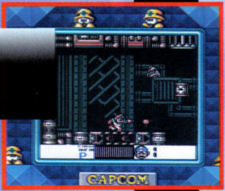
Wario Land: Super Mario Land 3



When Super Mario Land 2—6 Golden Coins hit the market, it shot straight to the top of the charts. Not only was this great game bigger than the original, but it introduced players to Mario's arch-enemy, Wario! Wario and all of his evil tricks became so popular, it was decided that he should star in his own adventure. **Wario Land: Super Mario Land 3** combines all of the gaming elements that made Mario games popular, with the fun of being bad. You can't miss with a plot like that!

3

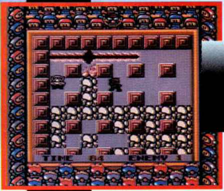
Mega Man V



Mega Man's latest Game Boy adventure follows the same basic storyline as the rest of his adventures, but pits him against a whole new battery of robo-enemies. **Mega Man V** is also the first of Mega Man's adventures to take advantage of the Super Game Boy. While the game is great fun when you're playing on the Game Boy, it is a nice bonus to play the game on your television when you're at home. The color and border help improve an already great game!

4

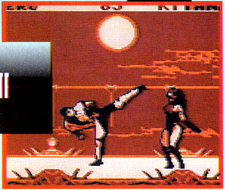
Wario Blast



When you team-up Wario with Bomberman, you get one explosive game! **Wario Blast** is one of the first multi-player Super Game Boy games, and it's definitely the first to use a multi-player adapter! The one-player game is involving and fun, but the real fun comes into play when you can get several friends together and start blasting each other to bits.

5

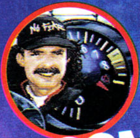
Mortal Kombat II



It was the second biggest Super NES game, so it figures that it would do well as a Game Boy game! Compared to the original Game Boy Mortal Kombat, **Mortal Kombat II** is greatly improved. It is easier to control, the graphics are much easier to see, and the fatalities have been left intact! If you're looking for a fighting game that you can take anywhere, then MKII is the game for you.

1995 PREVIEW

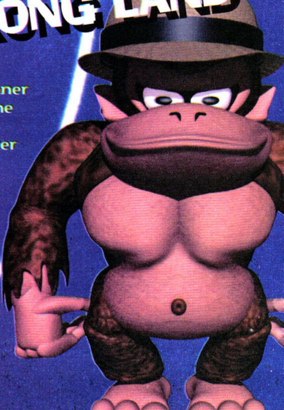
This year promises more change in the video game world than ever before. Donkey Kong Country proved that the Super NES is still the home of the world's best games—a position it will hold until next fall when the Nintendo Ultra 64 arrives. This spring, it will be Game Boy's turn to receive the same software supercharge when Donkey Kong Land debuts. You can also hold your breath for Kirby 2—a Super Game Boy action feast. The megahits will continue to roll on the Super NES, as well. Acclaim's NBA Jam Tournament could be as much of a phenomenon as Mortal Kombat II. Square's Secret of Evermore moves adventures into a new dimension of depth and intrigue while Commanche storms onto the scene with innovative 3-D graphics. Kyle Petty Racing from Williams promises some of the best graphics ever and Electro Brain's Dirt Trax FX proves that you don't need expensive add-on systems to produce great, high-tech games.



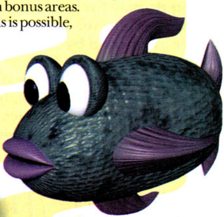
WELCOME TO DONKEY KONG LAND

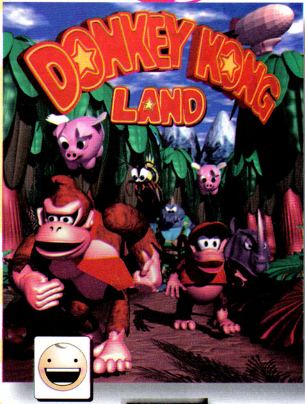
Donkey Kong is returning sooner than you might think. This time he and Diddy will perform in their ACM (Advanced Computer Modelling) roles for a Super Game Boy audience.

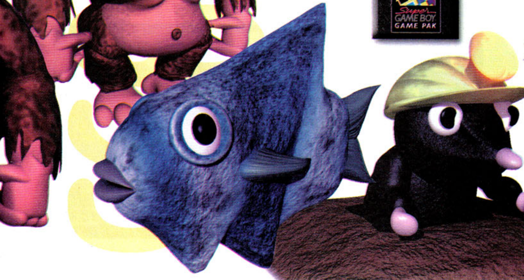
Rare began working on this game back in the early Donkey Kong Country stages, but development slowed last fall as DKC was finishing up. We took our first look before the Super Game Boy palette was added, but even then it was obvious that the magic of rendered animation knew no bounds. As amazing as the graphics of DK Country are on the Super NES, the smooth, 3-D animation of Donkey



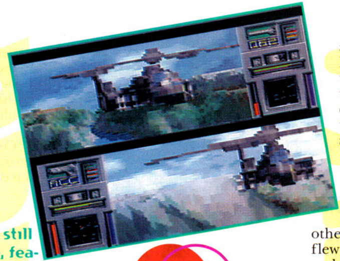
Kong Land on either Game Boy or Super Game Boy is even more astounding. The techniques that Rare used are the same for both games, but the games themselves are very different. The Game Boy version isn't just a four-color remake of DK Country. In Donkey Kong Land, DK has new friends and enemies, and all the levels are completely different. As for the small color palette, you may wonder how Rare was able to create the sort of 3-D characters seen in DK Country. They had to select colors carefully so that the characters would not get lost in the backgrounds. They also simplified the backgrounds so that the amazingly detailed characters of DK and the other inhabitants of this new world would stand out. And the four mega-bit game will ultimately have about as many or more levels as Donkey Kong Country, including lots of hidden bonus areas. This is possible, even at the lower memory size, because the four colors it uses don't take up nearly as much memory as the hundreds of colors used in DKC screens. The new characters include flying pigs, a mole, a ram, and tornados that you can hop onto and ride. Familiar characters include bees and Kremlings. Although some of the areas are new, like the underwater temple, others are similar to ones in DK Country, including the caves and the snow, jungle and forest levels. The story is still being developed as we go to press, but next month we should have more on it. In the meantime, check out the rendered art models for the game. This is the actual artwork that was used in reduced palette form for Donkey Kong Land. Will wonders never cease?





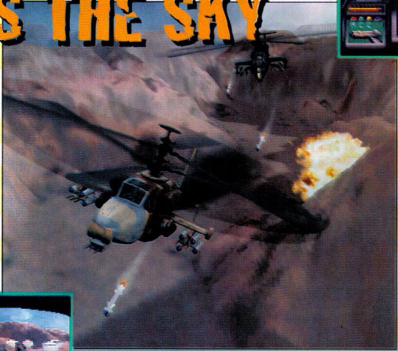


From the battle-scarred monitors of PC war sim gamers to your Super NES, an all new version of the award-winning Commanche is winging its way for a late spring release. Programmed by Nova Logic, the Super NES Commanche, which is still unnamed at this stage, features 3-D VOXL graphics made possible by the new Super FX chip.

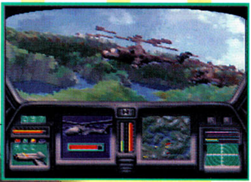


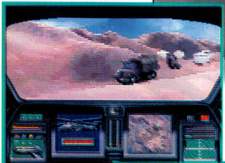
NINTENDO

COMMANCHE RULES THE SKY

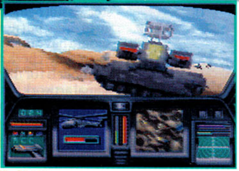


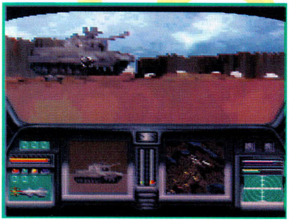
The 3-D environments through which you fly your Commanche attack helicopter, at 20 frames per second on its 30 missions, are exceptionally realistic. Equally realistic are the enemies lined up to fire on you. In turn, you can unleash a wicked arsenal of missiles and cannon fire. The chopper handles beautifully, allowing the pilot to race over and through the war-blasted canyons, hills, and deserts of the game. Onboard computers assist you in targeting enemies while radar warns you of incoming ordinance and reveals the location of enemy choppers, convoys, ships, bunkers, tanks and other targets. The version we test flew had most of the flight features and five missions, but even at this early stage it was the most impressive combat sim we've ever seen for a video game system. Even more amazing than the mission play are the two-player modes allowing you to battle an opponent in a split screen that is nearly as detailed as the full screen. As for Commanche surprises, expect some big ones to be announced in Nintendo Power very soon.





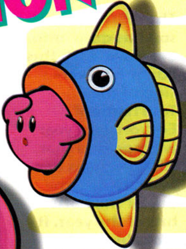
SUPER FX



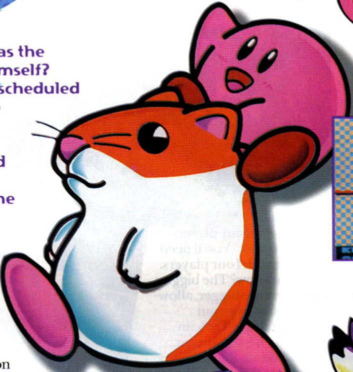


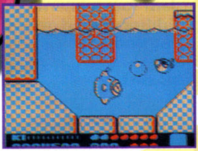
NINTENDO

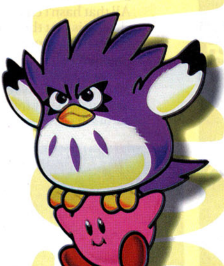
KIRBY 2 FIGHTING INFLATION

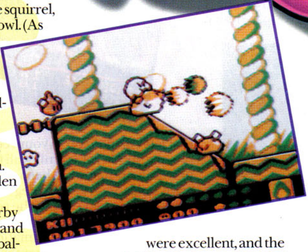


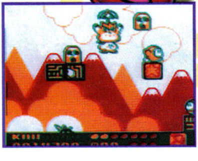
What video game hero has the most inflated sense of himself? Kirby, of course. Kirby is scheduled to return this summer to the Game Boy, scene where he got his start. Kirby 2 is being designed for the Super Game Boy, and it makes full use of the color and audio capabilities of that system.



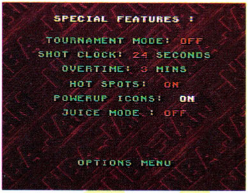








As you can see in the shots taken from an early version of the game, Kirby 2 follows the action adventure pattern of Kirby's Adventure for the NES. The biggest new feature is the inclusion of Kirby's friends, Rick the squirrel, Kine the fish and Coo the owl. (As with all games in development, the names may change.) When Kirby joins up with his animal pals, he is given special abilities. He has new attacks and the ability to fly and swim. His new friends also give him added protection. The game has tons of hidden secrets and areas, just like Kirby's Adventure did. Kirby himself continues to huff and puff, blowing himself up balloon-fashion in order to float and spitting out enemies to defend himself. Kirby's huffing and puffing controls in the version we played were excellent, and the game felt finished even though it was only about 70% complete. The Kirby action should begin in May or June. We'll keep you posted.



SPECIAL FEATURES :

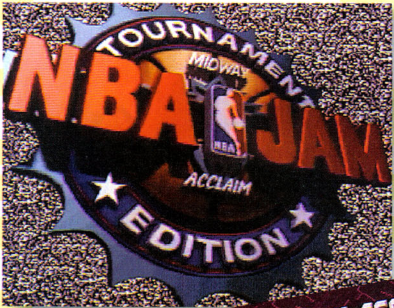
TOURNAMENT MODE: OFF
SHOT CLOCK: 24 SECONDS
OVERTIME: 3 MINS
HOT SPOTS: ON
POWERUP ICONS: ON
JUICE MODE : OFF

OPTIONS MENU

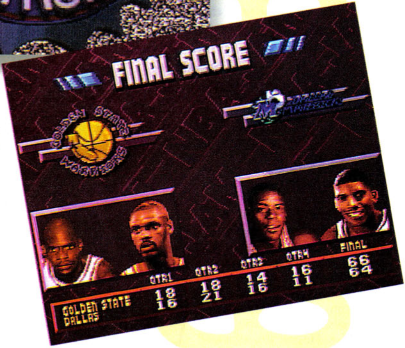
NBA JAM TOURNAMENT EDITION SLAMS HOME

ACCLAIM

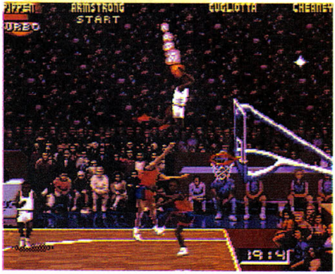
The NBA Jam season has gone into overtime with this Super NES version of the Tournament Edition. Last year we reported that NBA Jam was destined to become one of the hottest hits of the year. It looks like NBA Jam Tournament Edition, based on the Williams arcade game, may do just as well.



The action pits one, two, three or four players against the computer or each other. You'll need a multi-player adapter to jam with four players. All that hasn't changed. What's new? The biggest change is that the team rosters are bigger, allowing you to choose your hottest stars or put together a duo of players that rocks. You can substitute players, as well, which is important because your guys can now sustain injuries during particularly heavy impacts. Another nice addition is the new battery backed-up memory that lets you hold on to your records. There's even a practice mode for learning all the moves. Since each player in the game has been ranked on a scale of 0 to 9 in eight skill and strength categories, there's a lot of variation between players. But the real thrill of NBA Jam remains the same—great multi-player action with awesome slam dunks. The animation, sound and play control are all as good or better than in the original game. For fans of NBA Jam who have been waiting for the definitive edition, this is it. Acclaim should have this one out on the streets by early spring.



	QTR1	QTR2	QTR3	QTR4	FINAL
GOLDEN STATE	18	18	14	16	66
DALLAS	16	21	16	11	64



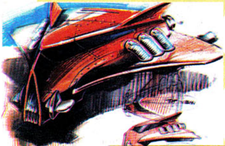
SQUARE

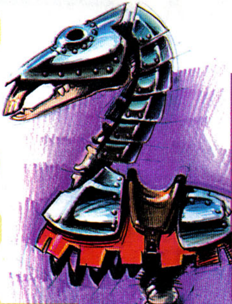
MANA IN THE U.S.A.

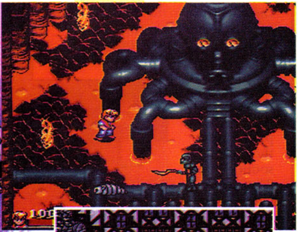
1995 will be the year that Square Soft brings its unique talents for developing classic adventure games to the American scene. Square's first American designed and programmed adventure is due to be released early this summer.

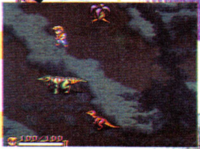
Tentatively titled The Secret of Evermore, this game utilizes the Secret of Mana game engine, but the story, artwork and goals are all homegrown. The development center at Square's Redmond office has been working on the game for over a year at this writing and will have put in more than 18 months by the time of its completion.

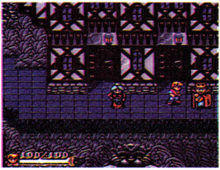
Their efforts look terrific, from the SGI rendered boss characters to the open architecture of the design. In this game your teen hero and his dog explore the nightmare world of Evermore and seek to restore its balance. The 24-megabit game features the item wheels from Secret of Mana, Mode 7 sections, a battery-backed memory and a storyline that includes references to popular movies. The hero's dog transforms into helpful forms as you pass through prehistoric jungles, a volcano, ancient temples, a future city and other areas. Other innovations include Cinema Text, a trademarked technique for smoothly displaying game and text dialogue, the ability to summon defeated enemies to help you in battle, and multiple solutions to puzzles. With all these goodies, The Secret of Evermore could well become one of the biggest games of the year.







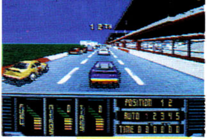


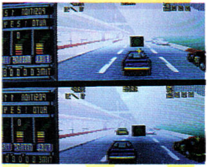


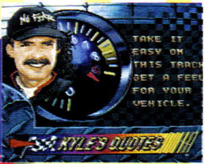
At last summer's CES we saw a demonstration project from Tradewest (now Williams) that looked almost too good to be true. That same Brickyard NASCAR racing game has become one of the hottest Super NES items of '95 for Williams, especially with the No Fear/Kyle Petty license to back it. We talked to the development crew at Williams to get the scoop.

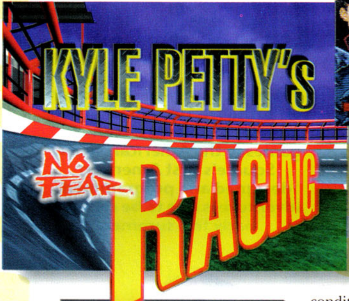
WILLIAMS

KYLE PETTY KNOWS NO FEAR

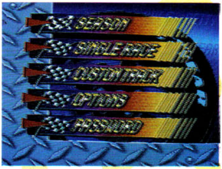






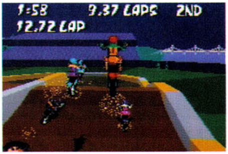


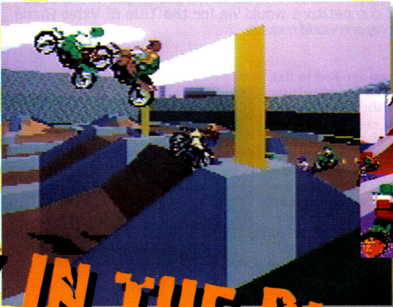
Here's what they're saying. First off, the game looks awesome because it's being developed on Silicon Graphics workstations in much the same way that Donkey Kong Country was created. The resulting 3-D view includes detailed animation everywhere you look, from the cars to the pits to the background areas, and all of that adds to the feeling of incredible speed. Michael Abbot, who worked on the music and other aspects of the game, takes pride in pointing out the varied sound of this 24 megabit game, including a digitized voice-over announcer, pit crews who tell you what's going on, revving engines and 13 rock song tracks. That variety sounds great, but the variety of 28 tracks is even greater. Kyle Petty helped the team by pointing out some of the intricacies of NASCAR racing, including the groove of each track. The computer model takes track conditions into account to help create a real NASCAR feeling. Those track conditions include dramatic 3-D banking and surface conditions. Unlike many racing games, No Fear is designed to keep you in the pack where strategic driving wins the day. If the 28 tracks aren't enough to keep you busy, there is also a custom track building option, which may be the coolest feature of an otherwise awesome new racing title. We are all going to have to wait until the early summer to lay our hands on this one, but it will be worth the wait.

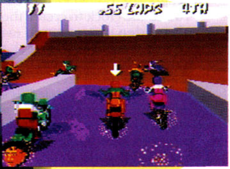


TRAX IN THE DIRT

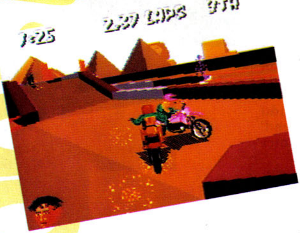
Electro Brain continues to grow as one of the third-party licensees willing to take exciting risks in game development. In 1995, one of those games will be Dirt Trax FX, a polygon environment, Super FX game featuring dirt bike racing. The 3-D animation that made Stunt Race FX one of the best racing games of '94 is being used by the developers at Sculptured Software.





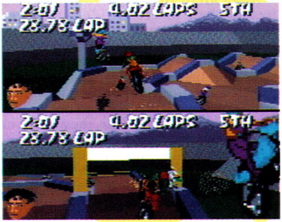


One of the radical differences between Dirt Trax and Stunt Race is the use of sprite characters for the bikes and riders rather than polygon vehicles. Graphically, it looks great, and the speed of the new Super FX chip helps by redrawing the 3-D tracks with realistic speed. Also keep in mind that Dirt Trax uses the full Super NES palette of 256 screen colors at a time for a richer look than any previous Super FX game. On the racing side, the game features one- or two-player modes.



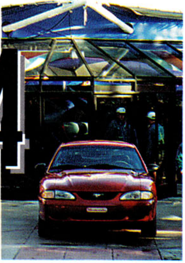
The split screen view can also be used in the one-player game, with the extra screen showing side or rear views. There are eight opposing characters, each with his own racing style, and in the Hit And Run Mode you may find them slamming into you. A special Party Mode allows you and up to seven friends to compete in a one-on-one, single elimination tournament. No matter what mode you play, you must always watch the track for obstacles like mud, pools and jumps, with realistic water spray as you plow through the muck.

Dirt Trax promises great racing action in a unique 3-D environment for one of the biggest amateur sports in America. Electro Brain doesn't expect to put the finishing touches on this one until the spring. Don't expect it on the shelf before August.



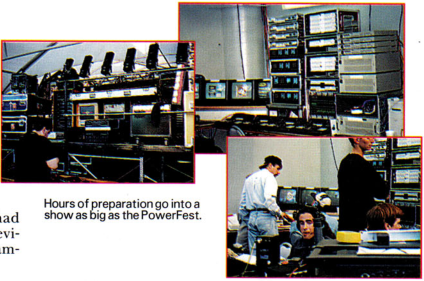
POWERFEST
WORLD CHAMPIONSHIPS
1994

POWERFEST 94™



When all of the action started early last summer, who could have guessed that PowerFest '94 would become so huge? After nearly 140 preliminary events, the best players in North America converged on Sea World in San Diego. In total, 132 competitors would vie for the Title of Video Game Champion; of those,only one would make it.

Before the player's even arrived in San Diego, the PowerFest crew was working 'round the clock to create the most spectacular video games stage ever. Nintendo Power was able to sneak a quick peek behind the scenes before the show was ready, and man were we impressed! The technical wizardry that this show used was incredible. The sound system had been on tour with the Grateful Dead, and had the power to blast the music throughout all of Sea World, while the light show was by far the biggest indoor spectacle that the park had ever seen. When you mix in a truckload of televisions and Super NES's, you get an awesome gaming arena!

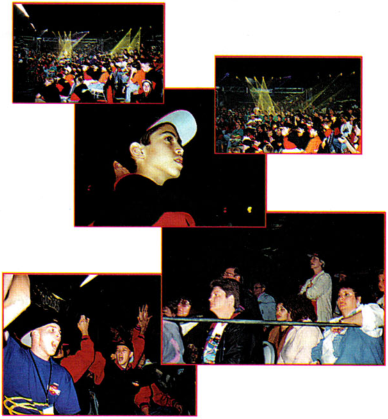


Hours of preparation go into a show as big as the PowerFest.

The players began arriving in San Diego on Friday, November 18, from every corner of the U.S.. Finalists represented a wide range of ages and backgrounds. Timothy Gebhardt was the youngest player at age 8, while Michael Cieslik represented the young at heart, at age 40. Many of the competitors knew each other well; some were friends, others were related. Michael Cieslik's son and daughter, Chris and Amy, made it to the PowerFest finals as well.

After all of the players arrived, Nintendo treated them to a total video game weekend! Wherever they went, there were video games ready for the finalists to practice their skills.

Early Sunday morning, the competitors began arriving at the Finals Stage. There in front of the pavilion sat the grand prize, a brand new, red Ford Mustang. If the players weren't ready to play before seeing the car, they were certainly ready afterwards! After the crowds of onlookers were seated inside, the finalists entered the arena in a cloud of smoke and a blast of fanfare. Most of them were a little nervous, but they all were ready to play. In the first round, the finalists played the same Competition Game Pak that

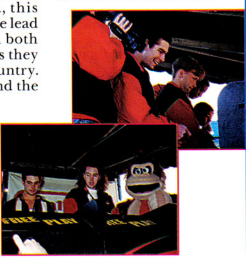


they played in the local PowerFests. They had to complete the first stage of the Lost Levels, five laps in Super Mario Kart, then hit as many homeruns as possible in Ken Griffey Jr. Presents MLB. After every player gave it their best shot, the top 16 finalists moved on to the next round. In the second round the top eight players moved on, then in the third round, the field was reduced to four.

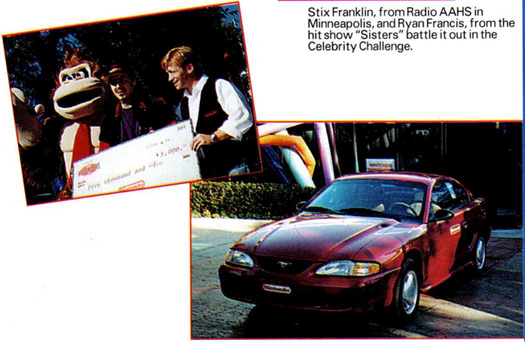
In the Quarter Final round the top four players in the country were thrown a surprise. They had to compete on a completely different game—the totally new Donkey Kong Country. Each player had five minutes to get as far in the game as possible, and only the top two scorers moved on to the final round.

The final battle was between Michael Iarossi, of Garfield, NJ, and Brandon Veach of Hills, IL. As expected, this match was as close as they come. The lead switched back and forth between both players during the entire match, as they blazed through Donkey Kong Country. When the five minutes were up and the smoke had cleared, Mike had beaten Brandon by the narrowest of margins. The final score was 2,418 to 2,304, making Mike Iarossi the 1995 National U.S. Nintendo Champion!

Tension is high as the finalists get ready to show their stuff.



Stix Franklin, from Radio AAHS in Minneapolis, and Ryan Francis, from the hit show "Sisters" battle it out in the Celebrity Challenge.



The Champion, Mike Iarossi, with his car and his cash!

J.D. ROTH, HOST OF THE HIT GAME SHOW "MASTERS OF THE MAZE", M.C.'D THIS YEARS NINTENDO POWERFEST. AN AVID GAME PLAYER HIMSELF, J.D. WAS PROUD TO BE PART OF THE CHAMPIONSHIP ACTION!

The number one question I've got to ask--Do you play Video Games?

You bet I play! I still remember when I first started playing Video Games. When I was younger, my dad and I would go down to the arcade in Atlantic City, New Jersey, and play Space Invaders. He kept trying to beat me but I would whip him every time. We also had three pinball machines at home that I played a lot. My dad's friend owned an arcade, so when we had a party he would load them in a truck and bring them over for all my friends to play. My first home system was the Intellivision, but when that wore out I got a Nintendo. Now I've got a Super NES and I play it to death.

What's your favorite game?

Well, I know this sound kind of cliche after all the hype at the PowerFest, but I love Donkey Kong Country. It's never the same game twice. Every time I play it there is a new area or a new move that I discover. When was the last time that you want to pause a game and just wander around your house listening to the music? Especially the underwater stages! I just can't put this game down.

When you first started playing video games, did you ever picture yourself making it to the Nintendo World Championships?

Not on your life! But then again, when I watched game shows as a kid, I never pictured myself hosting a game show.

Do you think you could take on one of the PowerFest finalists?

Out of the 132 competitors, I would have come in 133rd place. I'm a good player, but these guys are great all-around game players. I might do better if these were the Game Boy Tetris Championships. I take that game everywhere I go. My highest score is somewhere around 600,000.

Do you have any tips for future champions?

Practice, practice, practice. All of the finalists had the competition game memorized. Every one of them knew at any given moment exactly how much time was left in the game. It takes practice and dedication to know a game that well.

HOW TO

GETTING THE MOST OUT OF YOUR SUPER NES: A CRASH COURSE.

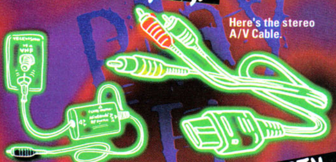
Play It Loud

New games like Donkey Kong Country are pushing the Super NES to incredible new levels of graphics and sound. But the question arises: are you taking full advantage of the capabilities of your Super NES? Odds are that you're not. Most Super NES owners connect their systems to their TVs using RF switches. That's fine--they're still able to play any game. But, if you really want to experience the full-on, full-tilt power of the Super NES....read on.

CHECK OUT YOUR EQUIPMENT:

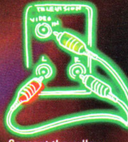
1. FIND THE AUDIO & VIDEO INPUTS.

If you do have Audio and Video inputs on your TV, disconnect the RF Switch from your TV and Super NES. Attach the Stereo A/V Cable to the Super NES MULTI OUT port. Next, attach the yellow plug to the VIDEO IN input on your TV. Attach the red and white plugs to the Left and Right AUDIO IN inputs.



Here's the stereo A/V Cable.

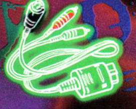
Here's the RF Switch. Disconnect it and stow it.

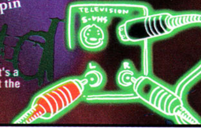


Connect the yellow, red and white plugs as shown here.

2. GOT A SUPER VHS INPUT?

Most current, high-resolution TVs and monitors have a Super VHS (S-VHS, S-Video) input. Your Super NES will perform like never before when you use this type of input! Although it was not included with your system, Nintendo does offer a Super NES Super VHS Cable. It attaches to the Super NES MULTI OUT port, but instead of a yellow video plug, it has a black multi-pin plug.



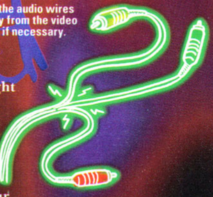


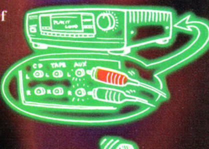
One, two, three! It's a breeze to connect the Super VHS Cable.

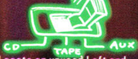
3. HI-FIDELITY AUDIO.

Now that you've got your video signal maxed out, let's optimize the audio signal. If your stereo has available Left and Right AUXILIARY IN inputs, connect the red and white plugs there. You can strip the wires connected to the red and white plugs away from the yellow plug simply by pulling on them. This helps if your stereo isn't near your TV. Of course, to hear your game, the stereo system will have to be on and you'll have to select the Auxiliary Input. The way in which you select the Auxiliary Input will vary from system to system. That's it! You're hooked! All you have to do now is grab your favorite game and............

Pull the audio wires away from the video wire if necessary.

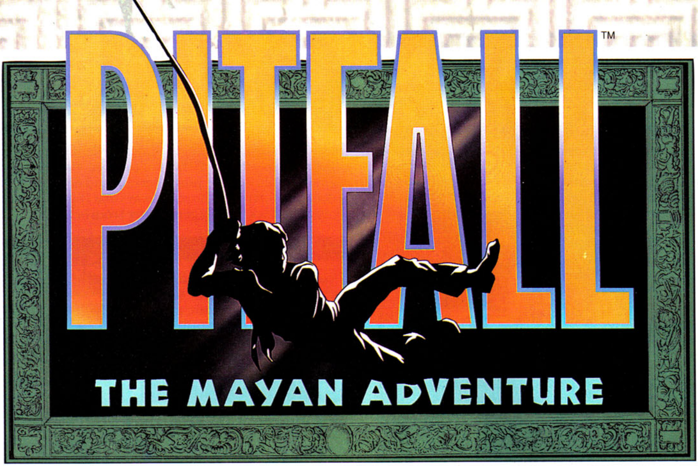






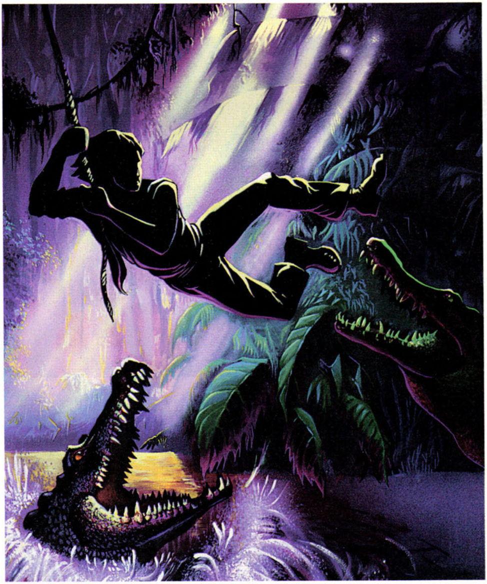
Locate an unused Left and Right Auxiliary Input and connect the red and white plugs to them. Then select that particular input.

....PLUG IT IN. CRANK IT UP. PLAY IT LOUD!



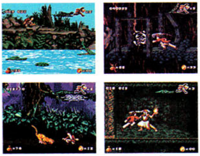
PITFALL™

THE MAYAN ADVENTURE



Ready Or Not...

If you're not ready to grab a vine and swing into this awesome jungle jaunt, then watch out, because Pitfall: The Mayan Adventure is going to grab you! Harry, hero of the classic action-adventure game Pitfall, is back again after over a decade of dormancy. If you're expecting the same old stick-figures and choppy graphics, you're stuck in the eighties! Those wonder wizards at Activision have created a spectacular Super NES sequel that is a feast for the eyes, ears and most importantly, the fingers. Pitfall Harry's character looks and moves so realistically, it's hard to tell whether he's going to jump across a treacherous ravine or out of your television and into your living room. Do you think you can swing it?



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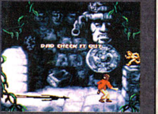
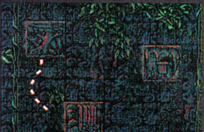
THE MAYAN ADVENTURE

Pitfall Harry and his adventuresome father have chosen a unique and exciting vacation spot in South America, but this trip has turned out to be more than the death-defying duo bargained for. At the legendary temple of Uaxuactum, Pitfall Harry stands captivated by the ancient Mayan ruins. Suddenly, out of nowhere, an entity of unknown origin abducts dear old dad and disappears with him into the dense foliage of the jungle. All Harry can see is the shadow of the frightening claw that grabbed his dad. He quickly sets off bravely in pursuit.

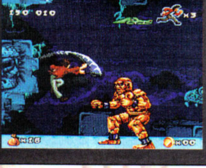


Here s The Plan...

Pitfall Harry has quite the journey ahead of him as he searches high and low for his missing father. The terrain of the jungle is varied, and includes ten stages such as the Jungle, Waterfall, Mines, Ruins and Temple.



The pitfalls open and close without warning, and they're just one of the many hazards Harry will encounter. Be sure to watch out for crumbling rocks, hidden holes and slippery rocks, to name just a few.



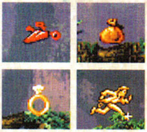
If you are skillful enough to guide Harry through the obstacles to the end of a stage, you'll then have to face the ultimate challenge of a powerful Boss. From the looks of this guy, it seems some of these foes are definitely out of this world!

STAGE ONE

CEIBA JUNGLE

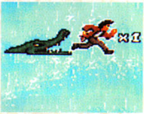
Stage One, The Ceiba Jungle, is an excellent introduction to the many perils that Pitfall has to offer. Because of the unpredictability of the Jungle terrain and enemies, you'll become familiar with the many ways that Harry can jump, climb and attack. It only gets harder from here!

COLLECTIBLES

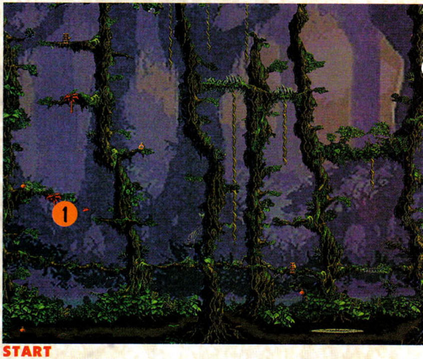


If you want to make it through the stages in one piece, or at least reasonably close to one piece, don't miss any opportunities to collect Items. Especially helpful are the Hearts and 1-Ups.

DON'T GET BIT

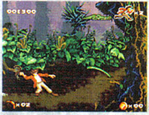


Take note of the unique Life Meter. The closer the alligator gets to Harry, the worse the situation is. When the jaws snap shut, you've lost a life.



③ Whip It Into Shape

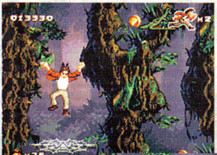
These slithering little Snakes will make your life miserable—and short, if you let them get the best of you. Keep your eyes peeled for small, dark holes, because as soon as you draw near, those Snakes will appear.



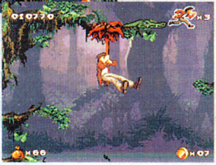
Harry hangs back a bit with whip in hand. Get 'em before they get you!

① The Ups And Downs

If it appears that you are stuck or have reached a dead end, look around for some handy helpers that are native to the environment. Who knows, help might just be a hop, skip and a bounce away!



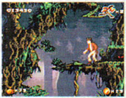
The Spider Webs in the Jungle are super strong. Don't be afraid—use them as trampolines. You'll be up and away!



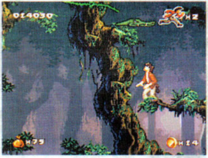
These peculiar red bushes aren't rubber trees, but with their bungee cord-like properties, they might as well be.

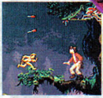
② Slide For A Life

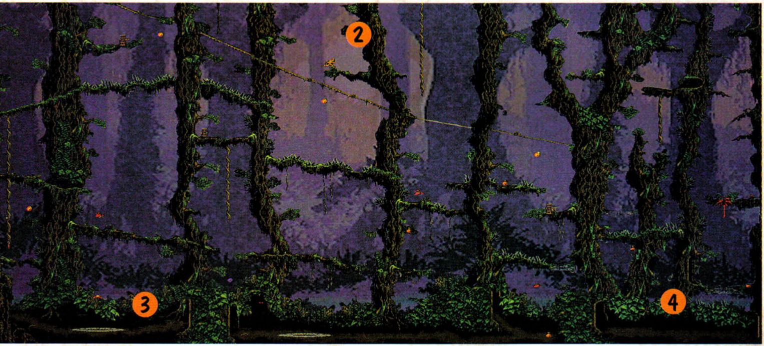
Don't pass up any opportunities for extra help—even Pitfall professionals will need it! To get a 1-Up, go left from the glowing red eyes and take a leap of faith to the left. There will be a place to land! Grab the swinging vine to get to the 1-Up. Now, just slide down the diagonal vine and finish the stage as usual.



The vine won't be readily apparent.

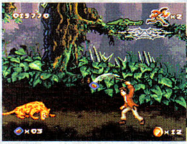




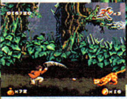


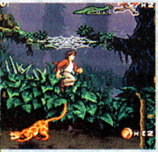
④ Calling Him A Cheetah?

The lord of the Ceiba Jungle is a Cheetah, and no amount of cheating is going to get you past him. This is the time for Harry to use his powerful brain cells and throw plenty of well-placed Smart Bombs. The Cheetah will run from each corner of the screen charging you.



Stock up on Smart Bombs, but if you run out, try throwing some Rocks instead.



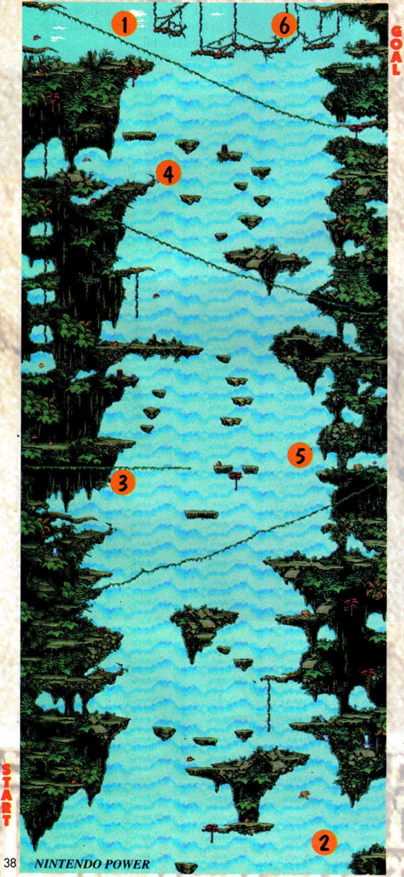


When Cheetah charges, you should be able to jump right over him.

STAGE TWO

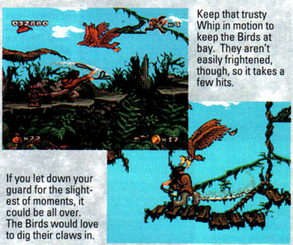
XIBALBA FALLS

Stage Two, Xibalba Falls, is as wet and wild as you'd imagine. Unfortunately, with Harry's father still unaccounted for, it's not the best time to go for a swim. There are too many boomerang-throwing chimps monkeying around!



1 Bird Bombardiers

The flurry of feathers is reminiscent of an old Hitchcock film, but instead of Tippi Hedren, it's our hero Harry who's being bombarded this time! These bothersome Birds attack in groups, making them difficult to fend off. They are found near the end of the stage.

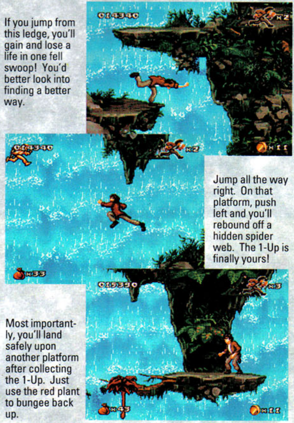


Keep that trusty Whip in motion to keep the Birds at bay. They aren't easily frightened, though, so it takes a few hits.

If you let down your guard for the slightest of moments, it could be all over. The Birds would love to dig their claws in.

2 A Waste Of Time?

Have you noticed that frustrating 1-Up in the bottom right corner of the stage? It looks as though the only way to get it is to lose a life over it. Resourceful adventurers know there must be a way to cheat death and win a 1-Up at the same time. Follow the instructions below to find out how!



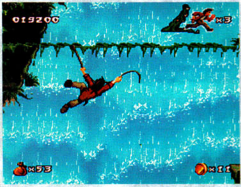
If you jump from this ledge, you'll gain and lose a life in one fell swoop! You'd better look into finding a better way.

Jump all the way right. On that platform, push left and you'll rebound off a hidden spider web. The 1-Up is finally yours!

Most importantly, you'll land safely upon another platform after collecting the 1-Up. Just use the red plant to bungee back up.

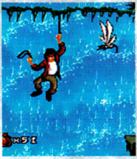
3 The Great Divide

When you reach the point with the horizontal vine, it's time to traverse the great "Waterfall Divide."



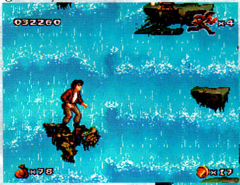
There's really nothing to it! Harry will grab the vine automatically when you jump up to it. Press right or left to maneuver on the vine.

When you near the drop off point, beware of the waiting Dragonflies. You can use the Whip while on the vine to clear yourself a nice landing spot.

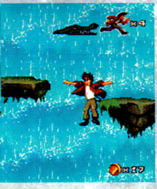


4 The Goo-Goo Muck

Under most circumstances, you can count on Pitfall Harry to be sure-footed. The terrain, however, cannot always be quite as reliable. Some of the smaller rock platforms and branches will give way within a few seconds of standing on them.



Jumping from platform to platform in the Waterfall stage requires quick reflexes. Don't go for an unexpected swim.

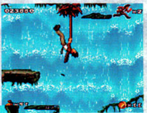


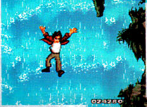
Some rocks are plenty strong, but the green slime on them will cause Harry slip right off without any warning!

5 Bungee Jumping

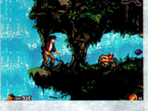
If he keeps this up, Pitfall Harry's new nickname will have to be "Crocodile Bungee!" The clues below have their ups and downs, but a 1-Up and Smart Bombs will reward your persistence.

First, locate the rubbery red plant which is sitting between two rocky platforms and grab it.





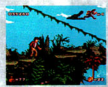
At the height of your bungee's stretch, press the jump button to shoot straight up into the air.



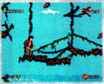
Hold to the right, and if you've shot high enough, you'll land upon another platform. Goodies await you!

6 It s Chili Up Here

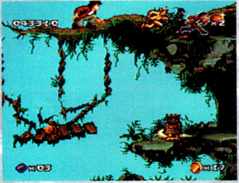
You and Pitfall Harry have almost made it to the end of Stage Two. When you make it this far the only thing on your mind is getting away from water and the vicious beasts that inhabit the area. If you're up for the challenge, though, there is a way to go out with a 1-Up. If you thought Stage Two was hard, you're going to need that 1-Up in Stage Three. Instead of sliding down the vine, use the red plant to bungee up to the rickety bridge. Walk to the right and collect the Chili. Using the extra burst of speed from the Chili, run and jump to the right. The 1-Up will be waiting, as will the end of Stage Two.



It's tempting. Do you choose the easy way or the hard way?



Red hot Chili peppers are just what you need for speed.

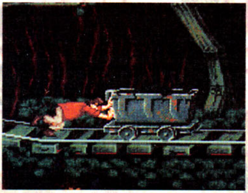


Some take the high road and some take the low road, but in the end, it's enough of an accomplishment to have made it through without alligator teeth in your posterior. Good job!

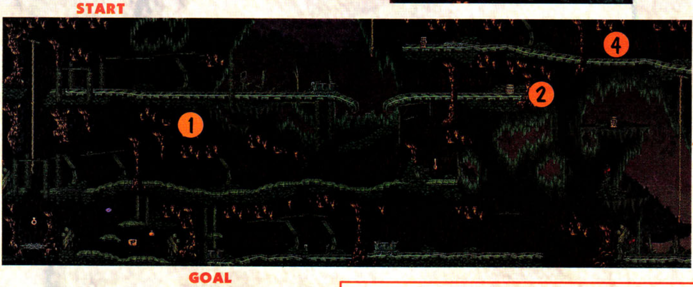
STAGE THREE

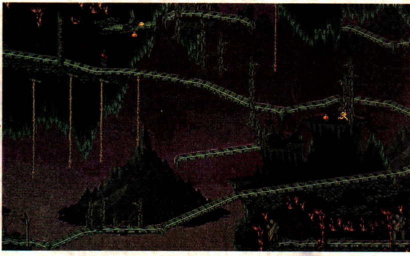
TAZAMUL MINES

Stage Three, the Tazamul Mines, is a dark and spooky place. This deserted mine shaft was once a bustling operation full of busy gold diggers, but now it's a haven for creatures with other things on their "mines." Getting through this tough tunnel will be anything but a breeze!



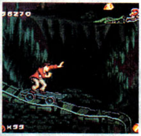
Harry will have to put his nose to the grindstone, or his heel to the steel, if he wants to make it!

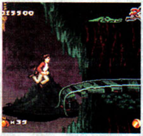


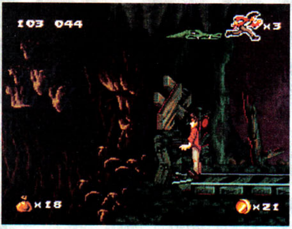


4 Do The Locomotion

No, it isn't the latest dance craze, it's a quick way for Harry to travel from one rickety section of track to another. Be sure to watch where you're going, though, because you can get off track quickly and without warning.



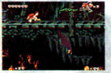


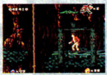


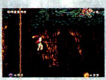
Besides missing track sections, watch out for boarded up doorways as well. The cart will go through, but Harry cannot.

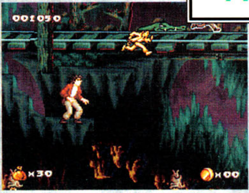
❶ The 1-Up s Mine!

You know that Pitfall is full of behind-the-scenes action. Here's an opportunity to collect a 1-Up that's well hidden in the background. Those miners must have been pretty sneaky...


You noticed, near the beginning, the head of a helpful 1-Up.


From the start, walk left and shinny down the vine.

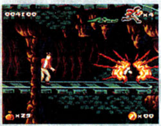

Go down the vine until you reach this precise spot.



Jump to the right to discover a secret passage then continue to the right to collect that mysterious 1-Up.

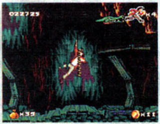
❷ Barrels Of No Fun

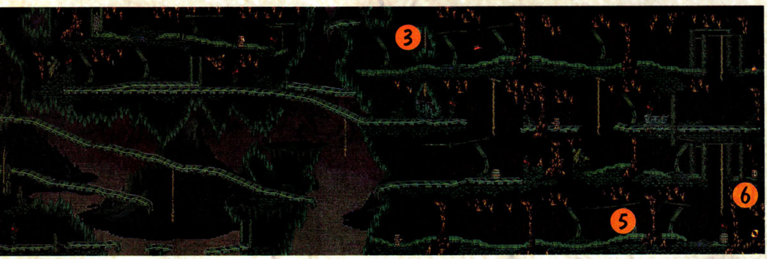
They aren't barrels of fun, barrels of laughs or even barrels of monkeys—they are barrels that blow up, so stay away. Instead of using the whip to destroy them, stand back and throw rocks.


Keeping a distance is the smartest plan when dealing with barrels.

❸ Sneak A Peek

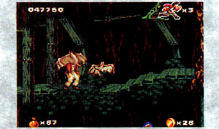
Part of the fun of Pitfall is the fact that you can take a behind-the-scenes look and perhaps even find some goodies there. Be sure to try walking into shadows or behind walls—you never know what's there!


The rope is your clue that there is more here than meets the eye.



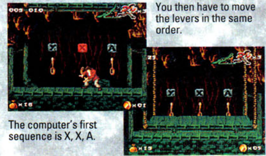
❺ Head Huggers

These bats are enough to drive you batty. They swoop down, often in pairs.

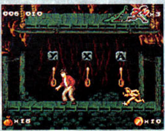

Whip the bats quickly. If they start sucking your blood, they'll be hard to shake off.

❻ Simon Says...

Simon says it's time to win some helpful items! Those paying sharp attention can really clean up in this one. Just pull the levers and bring up the icons in the same order that the computer does.


You then have to move the levers in the same order.

The computer's first sequence is X, X, A.


If you're correct, a 1-Up can be yours.

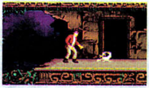
STAGE FOUR

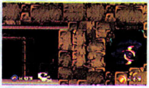
Ancient Ruins

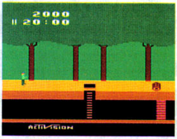
Stage Four, the Ancient Ruins, is where the heat of the action is going to catch up with you—that is, if the heat of the jungle hasn't already done you in. Not only have those nasty Rats and Bats followed you from the last stage, there are Scorpions and Skeletons here too!

① A Blast From The Past

Don't these simple Scorpions seem out of place? It's true—they don't belong! If you go into the door behind the little bugger, you'll see where it came from.



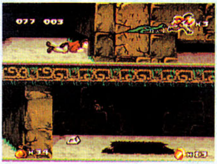




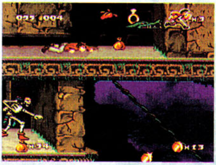
What a difference about a decade of technology makes! Here's a chance to play the original Pitfall just for fun.

② Hunting High & Low

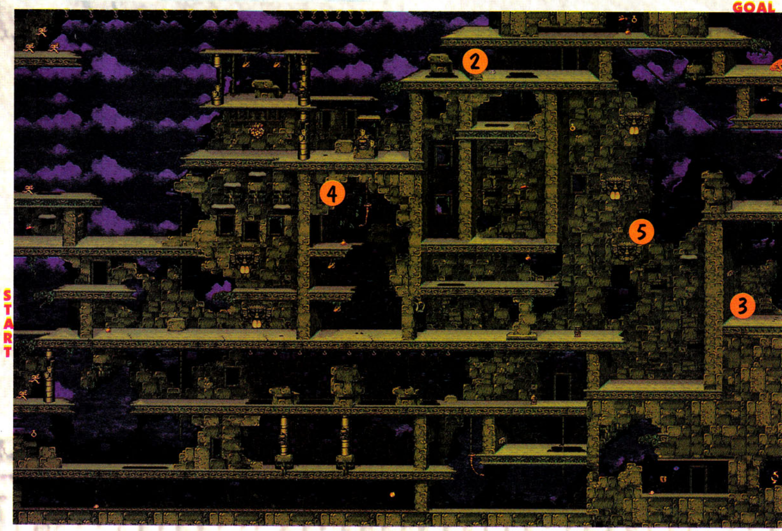
Pressing Down on the Control Pad and B will allow Harry to squeeze into those tight spots. Keep an eye out for possible passageways, like this one near the top of the stage. Who knows what you can find when you're willing to get down and dirty.



This might be a good place to do some crawling around.

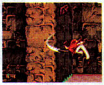


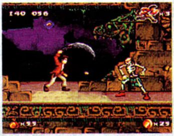
It looks like getting down on your hands and knees has paid off.



③ Secret Switcheroo

Things are seldom what they seem when it comes to the wacky world of video games. Such is the case in this area. It appears that there is nowhere to go in this dead-end room, but if you look carefully, you'll find a special block in the upper left. Whip it to open a secret door and you'll be off.

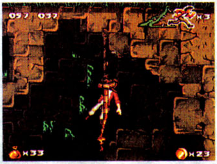




Sticks and stones can't break his bones, but several lashes with your Whip will do it.

④ Take The Snake

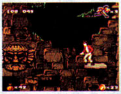
These stealthy Snakes seem to lurk in every corner. They will lash out at you if you get too close. Several lashes of the whip will take care of the Snakes once and for all, but there may be a better way to use them to your advantage. Hit the Snake a few times, until it is unconscious. Then, you can climb up the Snake just as you would a vine or rope!



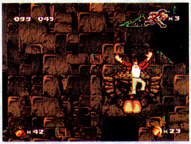
Once the Snake is put to sleep, it is as tame as a pussy cat. Feel free to walk all over it!

⑤ Lucky Licks

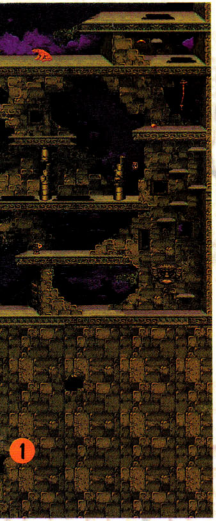
It doesn't look like you have many options. Have patience. Soon, these faces will give you a lift.



Don't jump now—the stony face is much too serious to be of use to you now.

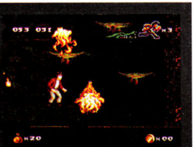


As soon as the face sticks its tongue out, you can bounce to new heights.

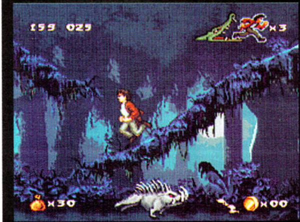


WHAT'S NEXT

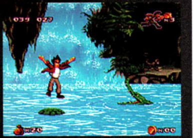
Pitfall Harry is probably pretty harried by this time, but his imprisoned father is depending on him! You've made it this far, and that is something to be proud of. Despite the fierce South American beasts biting at your behind, you are certainly getting more than the average tourist's vacation. As you'll soon discover, this adventure isn't even halfway over! After the Ancient Ruins, it's back to the Ceiba Jungle...or is it?



This jungle scene seems familiar, but what's with the reptile on the rampage?

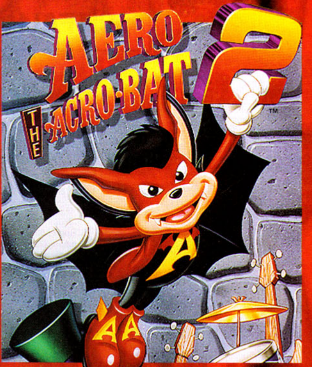


Stage Five, the Temple, brings the action home. Unfortunately, it's the home of many a zombie warrior, and the welcome mat isn't at the front door.



Let's hope this lily pad is secure. Otherwise, you'll be an alligator's appetizer.

Good Luck!



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THE BAT IS BACK!

Aero the Acro-bat is back, but so are all of his evil nemeses. When we last left Aero, he had defeated the evil industrialist clown, Edgar Ektor, by dropping him off a tall bridge. Unbeknownst to Aero, Ektor managed to escape with the help of Zero, Sunsoft's other fuzzy hero. While exploring Ektor's fortress, Aero found a Magician's Box. This magic box takes Aero to a strange land and to the beginning of Sunsoft's latest adventure. Many of the moves and enemies from the first Aero game have been used in this sequel, but the play control and graphics have been greatly improved over the original.

AERO THE ACROBAT 2

AERO'S CURIOSITY OVERTOOK HIM AND HE JUMPED INSIDE.

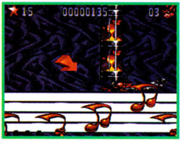
THE RULER OF THE FORT, BORIS THE BEAST MADE ME HIS, UMMM...HIS SLAVE.

NEW TROUBLES, NEW TRICKS

Aero's found a whole new pile of trouble to get himself into. Luckily, he has also managed to learn a few new tricks that will help him escape from danger. Make sure that you master these moves when you first start playing. That way, when you discover some of these new dangers, you'll be ready to take them on!

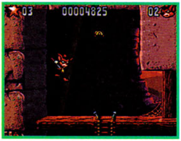
SLIDING

If you need to sneak through a tight passage, try using the Slide Technique. Run toward the opening, then, just before you get there, press the X and R Buttons at the same time.



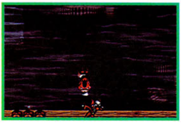
AERO FLIGHT

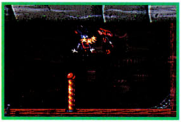
If you grab the Aero Cape, you will be able to fly for a short distance. Quickly look for secret passages because the flight power doesn't last very long.



STOP, DROP AND DRILL

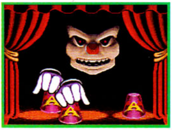
If you run out of Stars and you need to defeat an enemy, try using the Spin Attack. After you jump into the air, hold the Control Pad in the direction of your enemy and jump again. If you need to hit an enemy directly below you, jump up, then press the R or B Button to drill straight down.

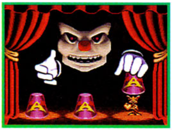




EKTOR'S CHALLENGE

If you collect all four letters in a stage and manage to spell AERO, you can play Ektor's Bonus Game and earn 1-Ups. All you need to do is pick the cup that the 1-Up is under to win. If you see the cups flash, you can be sure that Ektor has cheated and switched the cups on you.



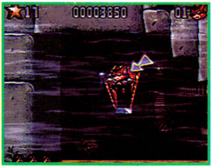


OUT OF THIS WORLD

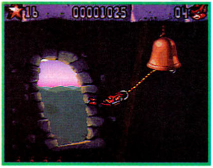
From the very moment he steps into the Magician's Doorway, Aero starts to have second thoughts. He's lost in a strange and dangerous land, where everybody is out to get him. Is the evil Ektor behind this mayhem? There is only one way to find out.

BELL TOWER

For whom does the bell toll? Aero, of course! Make it to the top of the Bell Tower as quickly as you can. Be sure to look carefully for hidden bonuses along the way. This stage is fairly easy, so try to collect as many 1-Ups as you can—you'll need them later.



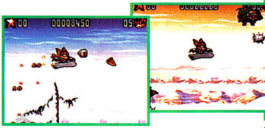
After you exit the Magician's Doorway it's going to disappear. Try to find the exit before it's too late!



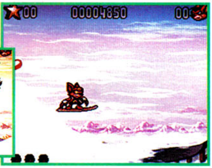
Keep swinging from the rope until you hear the bell ring. When you hear it, you're moving at top speed and you'll fly farther.

BOARDIN' ZONE

In order to reach Fort Red Star, Aero must work his way across the frigid ice fields. What better way to make up lost time then to grab your trusty snowboard and shred some snow? Aero is a master of the board, so use this stage to collect some 1-Ups!



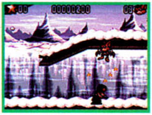
Catch some air off the jumps and glide past most of the dangers before you land back on the slopes.



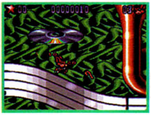
If you spot a ramp, speed up so you can catch maximum air. Hit the R Button to extend your hang time.

ODDZ/ENDS

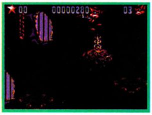
As Aero heads deeper into this mysterious world, the dangers become wackier and wackier. If you keep a cool head and work carefully through each stage, you'll be able to unravel Ektor's evil plot and save the fair Batasha.



Watch out for the bad guys inside Fort Red Star! They get tougher as the stage progresses.



Boogie down to the pumpin' sounds of the Disco Fever Stage. Talk about staying alive!

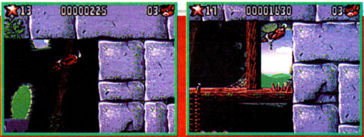


Things are looking pretty bleak inside the Performers' Dungeon. Can you escape?

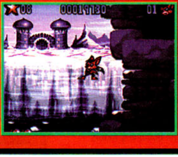
POWER-UPS

AERO SECRETS

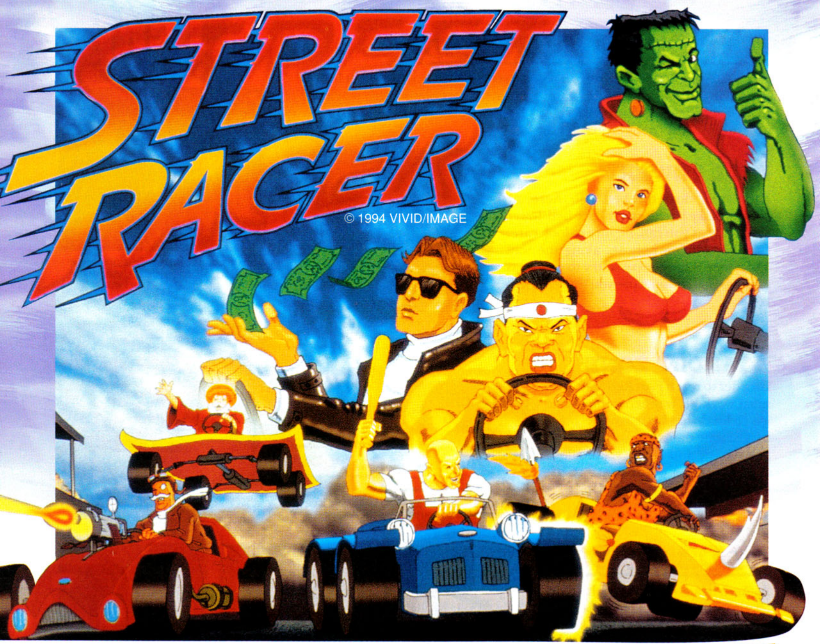
There are tons of secret objects for you to find throughout the game, but many of them are very well hidden. If you discover enough of the hidden objects by the time you reach the end of a stage, you'll receive an extra Bat, so it's worth looking. If you run into a suspicious looking dead end, try jumping up and spinning into the wall. Oftentimes you'll find a secret passage!



If you are trying to get to areas that are out of your reach, use the Spin Attack to jump higher. You never know what you might find.

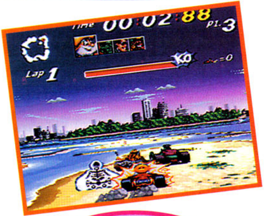


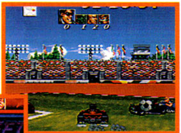
Later in the game you'll see goodies that appear to be out of your reach. Try jumping up into the air when you are standing away from the item. Sometimes there will be an invisible platform you can use to jump higher.


STREET RACER
© 1994 VIVID/IMAGE

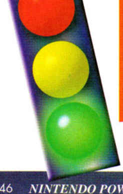
CAR COMBAT

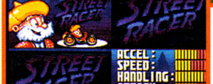
Another Mode 7 racing game is upon us. We're not complaining—Ubi Soft's Street Racer is a worthy game. Some might compare the game's theme and perspective to Nintendo's Super Mario Kart. Like SMK, Street Racer features eight different racers to choose from. As you would expect, all eight have differing qualities. It's an option-filled creation with a good variety of tracks to race on.


TIME 00:02:88 P1.3
Lap 1
KO



Even race car drivers need a little diversion from time to time. But soccer? It's cool—just go with it. You'll get the hang of it in no time.




P2
HODJA
STREET RACER
ACCEL:
SPEED:
HANDLING:
ATTACK:
DEFEND:
PRESS START
PRESS 'START' TO SELECT

Check the abilities of each driver before you make your selection for the upcoming battle.

SCORE SOME CAPS!

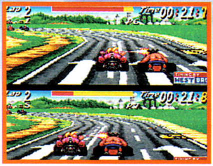
All racers who send back their registration forms after they purchase Street Racer will score themselves limited edition milk caps sets. Each set consists of six caps. A generous offer from Ubi soft, indeed!

FOUR-PLAYER QUAD VIEW

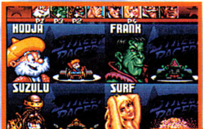
One of the better Street Racer options is the four-player game. At first glance, it looks as if it may be difficult to play because of the cropped view that each player has. It's OK—you're only concentrating on your car and the track, anyway. The only thing missing is the overhead track view.

DUAL-PLAYER SPLIT

Like any other two-player racing game, the relative positions of the vehicles will be shown in both windows. It's like there are two separate races going on, when in fact, there's only one. All game modes (from Practice to Soccer) support the two-player option.

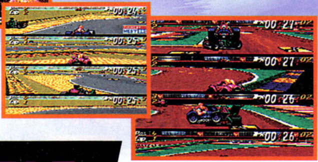


As you can see in both windows (from different perspectives) Sumo San takes a direct hit from Surf's Beach Towel Snap punch attack!



Hodja, Suzulu, Frank and Surf have been selected and are about to do four-player battle! As you can see, the positions of all racers are shown, as well as the laps they are currently on and their times for the Race or Rumble.

You can (and should) run into each other in both the Race and Rumble Modes. Knock the other racers out!



The position of the cars can be confusing. Pay attention to your section of the screen unless you're hunting another car.

RUMBLE

The Rumble Mode is just a group of cars ramming into each other, right? A demolition derby of sorts. Yes, but there is a goal. When you understand that goal, it suddenly becomes fun! The goal is to ram the other cars off the edge of the playfield. If you choose the Hard Rumble, it's easier to knock cars out of commission, but it's easier for your car to get knocked out, too!

Helmut charges through the center of the playfield in search of another car to slam into. There are no set patterns to use and there are no rules to go by! If you don't go off the edge, you'll win...eventually.

SOCCER?

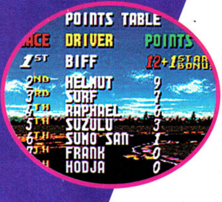
This is strange—but, it can also be fun. Chasing the ball down and hanging on to it will be your first challenge. It's not easy. When attempting a shot on goal, try pressing Up to get more height on your shot. Press L or R to make your shot curve.

The play control is more difficult when playing indoor on the wooden surface. Your car slides more.

This is true stadium soccer played the way it should be—on grass. OK, forget the true part.

DRIVER'S POINT

Information can be gathered from the Tables presented between races. Besides telling you what position you are in, they also let you know which bonuses you have picked up.



POINTS TABLE

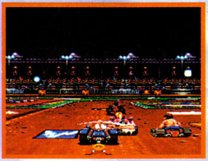
ACE	DRIVER	POINTS
1ST	BIFF	12+1 STAR BONU
2ND	HELMUT	9
3RD	SURF	7
4TH	RAPHAEL	6
5TH	SUZULU	3
6TH	SUMO SAN	1
TH	FRANK	0
H	HODJA	0

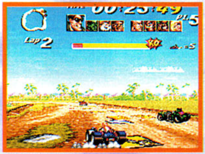
ANYTHING GOES IN CHAMPIONSHIP MODE!

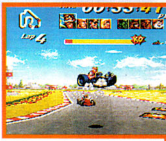
Twenty-four tracks. Eight racers. Four cups. One winner. The Championship Mode showcases Street Racer racing at its finest! You can think of the four different Cups as four levels of difficulty. You'll get the full spectrum of tracks when you race through and continue to qualify after each track. The tracks themselves don't get much more difficult. It just seems that there is always a new track to learn—there are 24 tracks, after all. The competition heats up as you win more races and accumulate more points. It's pretty simple: the racer with the most points at the end of the Cup wins!

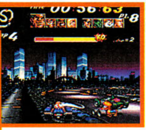
BRONZE CUP

This is the so-called "easiest" Cup in the Championship Mode. There are six different tracks that you'll race on. After every race, you'll see the current Championship point standings. The Championship Table screen will also let you know what the next track is. That knowledge may have some bearing on your racing strategies for the upcoming race. The Playback Mode can be used to view your racing technique after each race.


Biff lets another racer have it with his baseball bat. Press the L or R Buttons for his punch attack.


Biff missed this Repair Kit. He was trying to pick it up in order to repair the damage to his car.

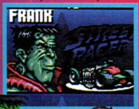

Uh! That hurts! Watch out for Mines on the tracks. If you run over one of the starburst squares, it will blow up and you'll sustain damage. Look for a Repair Kit.


Don't get carried away with your attacks. The other racers will fight back. You can get distracted easily and, on a track with tight corners, you need to pay attention.

FRANK

AGE: At least 100
CAR: Low, green hot rod

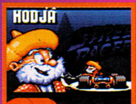
The grandson of the original Frankenstein monster, Frank is a good driver, but he isn't very bright. His car can fly...literally.



HODJA

AGE: 400+ yrs.
CAR: Magic cushion

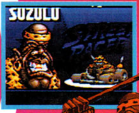
Hailing from Istanbul, Hodja is a magician with more than a few tricks up his sleeve. Ottoman Dagger Swipe is his punch attack.

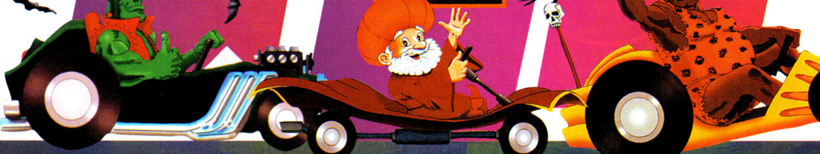


SUZULU

AGE: Maybe 40
CAR: Naturally-made

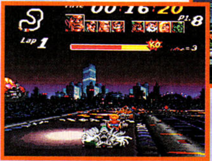
Suzulu's car is made out of all natural materials and can not withstand the beating that other cars can. That's OK—it's fast!



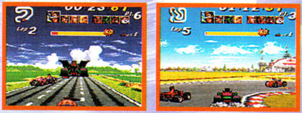


SILVER CUP

You'll race on ten tracks during the Silver Cup. In general, the tracks are more difficult, but only six of those tracks are unique to the Silver Cup. The difficulty level is medium. The tracks are a bit longer and tend to have more tight turns than the tracks had in the Bronze Cup. Depending on what car you are racing with, it may be a wise idea to use the brakes as you enter a tight hairpin turn. If you get into a tight battle, use a Turbo on a straight stretch.



Some racers can be easily warded off with Front, Side or Punch Attacks. Frank's Side Attack works pretty well on Surf. A monster springs from Frank's car and scares the daylights out of Surf.

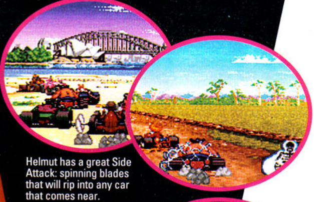


Frank takes flight on one of Raphael's home tracks. Jump or fly over obstacles like Mines.

Instead of allowing track hazards to slow you down, press Up to jump. This keeps you out of the obstacle and will help keep your speed up.

CAR FIGHTING: AUTO ATTACKS

You can play fair if you want to—but we don't recommend it. There's no such thing as "driving defensively!" Each racer has various methods of attacking his or her rivals. If you're behind someone, use your Front Attack. Neck and neck with someone? Use a Side Attack or Punch Attack. It'll take a while to figure out which attacks your favorite drivers use best.



Helmut has a great Side Attack: spinning blades that will rip into any car that comes near.

Fend off an attack with an attack of your own, just as Raphael is attempting to do in this photo.

BIFF

AGE: ??
CAR: Blue 4WD

The baseball bat-wielding Biff likes to race his tough 4WD on dirt and sand tracks. He's much more at home on these surfaces.

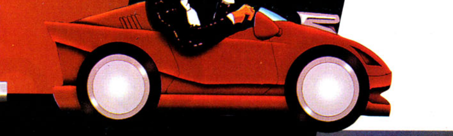
BIFF
STREET RACER

RAPHAEL

AGE: 23
CAR: Italian exotic

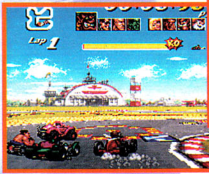
Raphael comes from a racing family. He's a great driver and his car is fast, but he is easily angered if you attack him.

RAPHAEL
STREET RACER

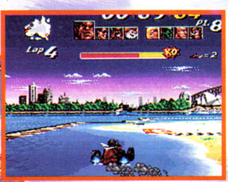


GOLD CUP

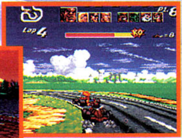
Fourteen races await you in the Gold Cup. Other than the fact that there are four more races to complete, the Gold Cup isn't that much more difficult than the Silver Cup was. And now that you've reached the Gold Cup, you're probably looking for something new to do. How about this? While you're looking at the Championship Table screens between races, press the L and R Buttons to change the intensity of the light on the scene in the background. If you score 100 or more points, you've got a good chance of taking first place. If you accumulate 170 points or more in the Gold Cup, it's safe to say that you're top of the heap!



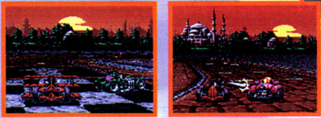
Helmut is on his way to pick up a Turbo. You can store as many Turbos as the number of laps the race is long. Five laps equals five Turbos maximum.



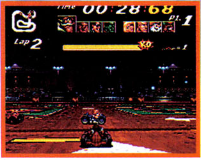
Try your best to stay out of the water! The deeper the water (darker blue), the slower you will go through it.



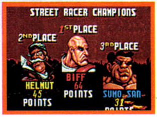
Helmut is about to ram Hodja from behind. Maybe he should use a Front Attack.



If you want to check your techniques, enter the Replay Mode after the race is over. You can rotate your viewpoint around your car.



It's difficult to avoid the crossing traffic on the tracks that feature crossing patterns. Don't get side-swiped!



STREET RACER CHAMPIONS

1ST PLACE BIFF 64 POINTS

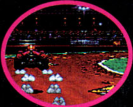
2ND PLACE HELMUT 45 POINTS

3RD PLACE SUMO-SAN 31

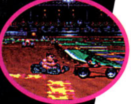
The Cup is finally over. It looks as if Biff managed to come out on top of the Street Racer heap.

THINGS TO LOOK OUT FOR

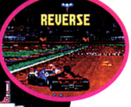
If you want to earn max points in each race, you have to collect certain Items. Turbos and Repair Kits help you win and Stars earn you Bonuses.



Turbo on the left, Repair Kit on the right. Which one would you go for? Check your Turbo supply first, then decide.



Collect as many of the Stars as you can. If you collect more than the other drivers, you'll earn an extra point!



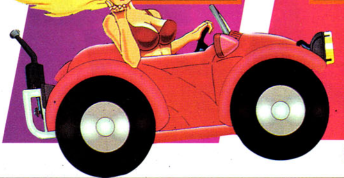
Try running the tracks backwards! It can be fun, but the other cars do tend to get in the way.

SURF

AGE: Don't ask!
CAR: VW Beetle

She's a freelance photographer with many other outside interests. Racing just happens to be one of them. Raphael isn't.

SURF
STREET RACER

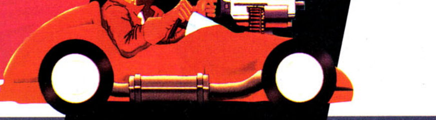


HELMUT

AGE: Retired
CAR: Mercedes tri-plane

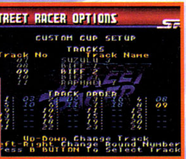
Even though he only has one good eye, Helmut races with unbridled intensity. His car is strong and he has some powerful attacks.

HELMUT
STREET RACER

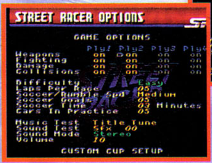


CUSTOM CUP

One of the best options in Street Racer is the Custom Cup. Go into the Game Options screen and select the Custom Cup Setup. Up to twenty-four tracks can be included in the Custom Cup circuit, in any order! That's a lot of racing to be had. It's up to you.


```
STREET RACER OPTIONS
          CUSTOM CUP SETUP
              TRACKS
   Track No        Track Name
      07           SUZULU 3
      08           BIFF 1
      09           BIFF 2
      10           BIFF 3
      11           RAPHAEL 1
            TRACK ORDER
 1| 03   [illegible]   3| 16   4| 08
 5| 10   [illegible]   7| 18   8| 09
 9| --  10| --  11| --  12| --
13| --  14| --  15| --  16| --
17| --  18| --  19| --  20| --
21| --  22| --  23| --  24| --
      Up-Down Change Track
eft-Right Change Round Number
ress B BUTTON To Select Track
```

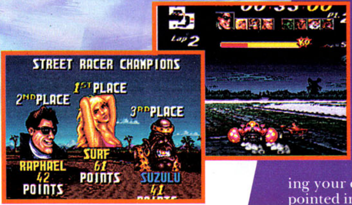
You can adjust the order of the tracks that you'll race on during the Custom Cup. How about going for thirty laps per race on the Crazy difficulty level!?!


```
STREET RACER OPTIONS
            GAME OPTIONS
                Ply1  Ply2  Ply3  Ply4
Weapons          on    on    on    on
Fighting         on    on    on    on
Damage           on    on    on    on
Collisions       on    on    on    on

Difficulty             Easy
Laps Per Race          05
Soccer/Rumble Spd      Medium
Soccer Goals           05
Soccer Time            03 Minutes
Cars In Practice       05

Music Test   Title Tune
Sound Test   Sfx  00
Sound Mode   Stereo
Volume       10
          CUSTOM CUP SETUP
```

Choose your favorite tracks or only choose the tracks that you want to work on in race situations. Customize!



STREET RACER CHAMPIONS

1ST PLACE SURF 61 POINTS

2ND PLACE RAPHAEL 42 POINTS

3RD PLACE SUZULU 41 POINTS

Surf's Beach Ball Side Attack is the perfect repellent for Raphael as he tries to move in on the blond beach beauty.

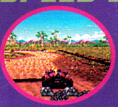
ROAD HAZARDS

There are several things that will cause you problems as you speed your way around all of the Street Racer tracks. Besides worrying about keeping your car on the track and pointed in the right direction, you'll have other things to keep in mind.

MINES

You come up on Items so fast that you may not be able to avoid running into them. Keep your eyes peeled for these bursts. They cause damage to your car if you run over them.

SPEED BUMPS

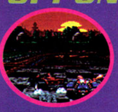


These obstacles aren't common in the game, but they will slow you down on some tracks. The best way to avoid them is to jump right over them. It's quick and easy to do.

INTERSECTIONS

Crack-ups at intersections are often unavoidable. It's usually best to just speed right through intersections. You'll be less likely to get sideswiped.

OPPONENTS



Remember that the other racers are not passive drones. They will challenge and attack you and your chosen racer. Fight back with your own attacks or use a Turbo to speed away from them.

SUMO SAN

AGE: Unknown
CAR: Custom

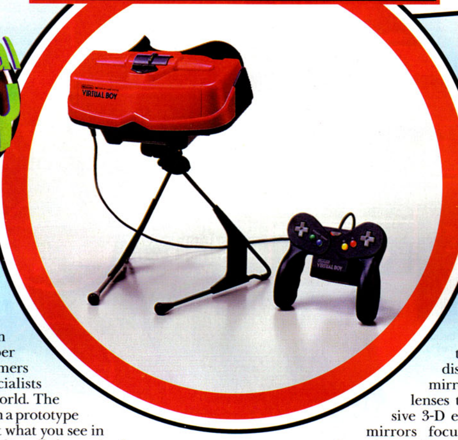
Sumo San likes tight twisty tracks. His car handles very well and his attacks are strong. Sumo San favors the underdog in a race.

KEEP RACING!

Again, with all of the options that it offers, Street Racer has the ability to keep you busy playing for quite a while. Super Mario Kart fans who are looking for a new racing challenge should definitely check it out.

VIRTUAL BOY™

IS BORN AT SHOSHINKAI NOVEMBER, 1994



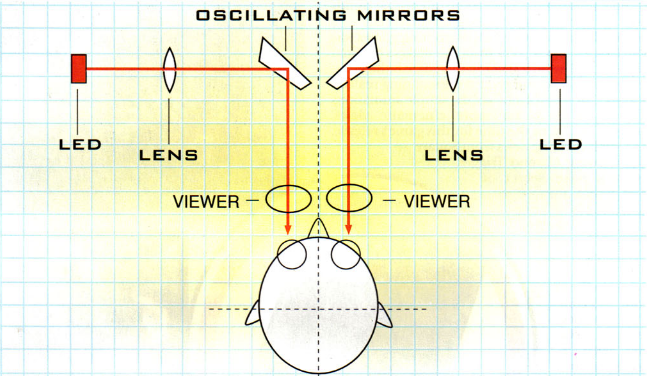
Tokyo, Japan—Virtual Boy, Nintendo's new 32-bit 3-D game system, debuted in Tokyo on November 15th and 16th to gamers and industry specialists from around the world. The system was shown in a prototype form, meaning that what you see in the photos here might well change by the time the system is released, probably in May. Whatever cosmetic changes are made to the housing of Virtual Boy, it's sophisticated brain will remain the same. Last month we promised a closer look at the technology behind the system, so let's get down to it.

Inside, the heart of Virtual Boy is a 32-bit RISC chip (Reduced Instruction Set Computer) that uses two high-resolution, mirror-scanning LED (Light Emitting Diode) displays to produce a 3-D immersive gaming experience. Reflection Technology Inc. (RTI) of Waltham, Mass. developed the patented LED displays with a brain-trust of seven scientists from MIT. The high-res red and black image that you get in Virtual Boy as a result of this new technology provides truly stunning 3-D images.

How does it work? Virtual Boy utilizes two miniature LED displays, two oscillating mirrors and two focusing lenses to create the impressive 3-D effects. The vibrating mirrors focus the dual images through a small range which is interpreted by your eye as a single image with depth. By moving the two images closer together or further appart, using an effect called "parallax," the image appears to move closer to you or further away.

Here are a few more features. The unique, double-grip Controller won't change much in appearance. It has two directional cross pad controls in order to give players the ability to move in any direction in a 3-D universe. Game Paks for the system will be slightly larger than Game Boy Game Paks and they will slip into a slot on the bottom of the housing. Batteries, battery-packs and an optional AC adapter will all attach to the Controller. For sound, Virtual Boy uses two stereo speakers on the main unit.

VIRTUAL B
バーチャルボーイ



RTI MIRROR-SCANNING LEDs

Virtual Boy's unique 3-D graphics are created by using RTI's patented mirror-scanning technology. The image appears on the LEDs in four shades of red with a black background. The image is reflected off the oscillating mirrors where the minute oscillations (vibrations) create the apparent thickness of the image. The image is also focused through the lenses for individual players.

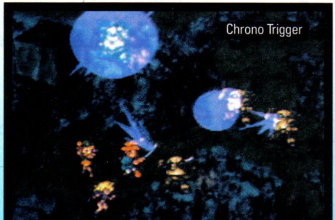
When you are looking into the display, the speakers are within close proximity of your ears, resulting in excellent stereo separation and spatial sound effects to enhance the immersive nature of the system.

While the three game programs shown at Shoshinkai were far from complete, they demonstrated the clarity of Virtual Boy's images, the smoothness of its animation and the depth of the 3-D images. The unveiling of the first Virtual Boy titles will be right here in Nintendo Power in the next few months.

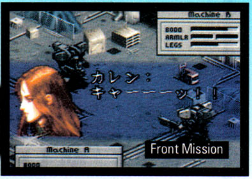
SHOSHINKAI: THE SHOWCASE

Shoshinkai also showcased some of 1995's best games for the Super Famicom (the Japanese version of the Super NES) and Game Boy. Although all the games shown are scheduled for Japanese release this year, some of them may not be released in the U.S. soon or at all. For now, these games show some interesting trends in one of the world's largest video game markets.

Topping almost everyone's list of exciting games was Chrono Trigger, a new RPG from the makers of Final Fantasy III. One big difference in this game is the number of special graphic effects and the stunning realism of the graphics overall. Gone are the simple animations of FF3, replaced by far more cinematic views. Midsummer should be the time for this game's release. Further earth-quaking news from Square is that, following Chrono Trigger, players will have Secret of Mana II to look forward to in the middle of the year while strategy players will stake their reputations on Square's futuristic battlefield in Front Mission. Front Mission combines elements of RPG gaming with a turn-based strategy war game in which you move huge robo-mech units against enemy units and bases. Albert Odyssey 2 from Sunsoft was just one of many good-looking RPGs. Others included Tale Phantasia from Namco, the long awaited DragonQuest VI (which looked awesome) and Chun Soft's Taloon's Mystery Dungeon 2, which stands a good chance of coming to the U.S. Aretha II from Yanoman continues a popular Japanese series and Falcom's new Y's adventure looked a lot like a Zelda game—another potential hit if it crosses the Pacific. There was even an RPG fighter from Takara.

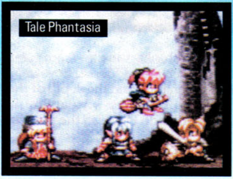

Chrono Trigger

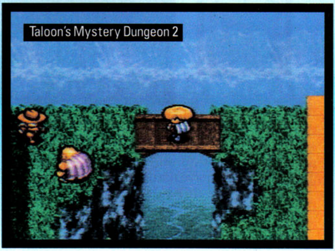
DOT MATRIX WITH STEREO SOUND
BATTERY
Nintendo GAME BOY™



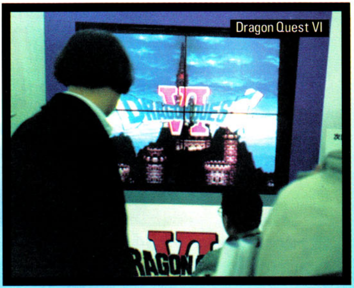
Front Mission

Of course, Donkey Kong Country was the hands-down favorite of the show, but Nintendo also surprised many people with a very early version of a polygon fighter that is being developed in association with Argonaut (the British developer that also helped create Star Fox.) The game features full 3-D rotation features and futuristic opponents. Power will bring you more on the project as it develops. Almost finished was the Super Game Boy offering of Kirby 2, which was without a doubt the best Game


Tale Phantasia


Taloon's Mystery Dungeon 2

FOR JAPANESE VIDEO GAMES



Dragon Quest VI

Boy title shown. The most unique Game Boy offering, however, was the new designer series of Game Boys in special colors. In Japan, you will be able to buy yellow, green, red, black and white Game Boys. There is even a clear Game Boy unit that shows off the hardware inside.

Other notable games included NBA Jam Tournament Edition, Super Bomberman 3, and Enix's long-awaited Dragon Quest VI, which looks even better than Final Fantasy III and contains a much improved first person battle view. Mystery Dungeon 2 from Chun Soft-the DragonQuest creators—features action and adventure in a game with RPG depth. Elsewhere around the show, third party licensees did their best to cash in on the Japanese RPG craze with every conceivable variation on the Final Fantasy style. If you can read Japanese and you have a Super Famicom, you could spend years playing all these games.

The action category had few new entries. Fighting games were conspicuous in their absence, but there were a few fun platform games including Nightmare Busters, Super Pop and Go Go Ackman from Banpresto. For simulation fans, the biggest news was a demonstration of Sim City 2000 from Imagineer on the Super NES. Asmik had a strategy/sim fighter plane game that turned a few heads. But the biggest sim category was horse racing. In the Tokyo stores we counted five existing horse racing games with as many new titles appearing at Shoshinkai. Can Mr. Ed be far behind?

Pinball was also a hot category in Japan, as well as Pachinko, which remains a national craze. Super Pinball 2 was shown in an arcade version that looked just like a mechanical pinball machine while Battle Pinball, a Banpresto offering, featured multi-level pinball action similar to Kirby's Pinball.

One favorite was Super Bomberman III from Hudson—the best Bomberman title to date. Not only can you choose from a variety of Bombermen characters, you can also ride around on Bomberman kangaroos that give you an extra hit-life.

What we learned from the show is that Japanese developers are still hard at work cranking out excellent Super NES and Game Boy titles, many of which should show up on our shores within the next 12 months. We'll let you know when they reach the dock.

Ys

x4 002950
DASHx4
x01 x2
7:25

Nightmare Busters

Super Air Diver 2

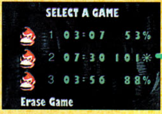
CLASSIFIED INFORMATION

DONKEY KONG COUNTRY

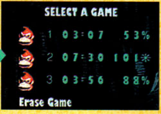
FROM AGENT #284

Sound Test

If you were impressed by the music in Donkey Kong Country, this is the perfect code for you! Now you can sit back and enjoy the music without having to deal with those pesky Kremlings. Before you start a new game, go to the Game Select Screen and highlight the Erase Game option. With Controller I, press Down, A, R, B, Y, Down, A, then Y. If you enter the code correctly, you can change the music by pressing Select. You can continue to listen to the music for as long as you like by keeping the Erase Game option highlighted.


SELECT A GAME
1 03:07 53%
2 07:30 101%
3 03:56 88%
Erase Game

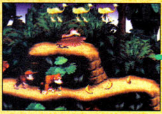
On the Game Select Screen, place the cursor on the Erase Game option, then enter the code.


SELECT A GAME
1 03:07 53%
2 07:30 101%
3 03:56 88%
Erase Game

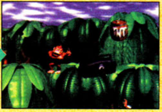
Now you can listen to all of the incredible sounds that are in Donkey Kong Country!

Bonus Games

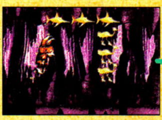
If you manage to collect three identical Golden Statues, you'll warp to a special Bonus Game where you can earn 1-Ups. You can also go to a secret area where you can practice any of the Bonus Games as often as you want, if you quickly press Down, Y, Down, Down, and Y before the Game Select Screen appears.



Whenever you collect three of the same type of Golden Statue, you will warp to a Bonus Game.



Quickly press Down, Y, Down, Down, and Y (DYDDY) before the Game Select Screen appears.



You will warp to a special area where you can practice any of the Bonus Games as often as you want to.

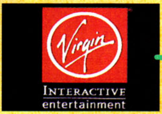
When you want to return to the normal game, you'll need to press Reset.

WALT DISNEY'S CLASSIC The Jungle Book

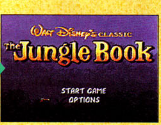
FROM AGENT #912

Stage Select

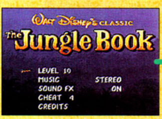
If you're having trouble getting through the later stages of the game, try this code. When the music starts playing and the Virgin Games Logo first appears, quickly press Up, Up, Up, B, B, Y, Y, Select, Up, Down, Right, B, Up and Y. If you enter the entire code before the Logo fades, you will hear a tone. When the Title Screen appears, go to the Option Screen to change your level.



Enter the code when the Virgin Logo appears, just after the music has started.


Walt Disney's Classic
The Jungle Book
START GAME
OPTIONS

When the Title Screen appears, highlight Options and press Start.


Walt Disney's Classic
The Jungle Book
LEVEL 10
MUSIC STEREO
SOUND FX ON
CHEAT 4
CREDITS

On the Special Option Screen you can skip to any level that you want to try.

Explore the later stages of the game so you'll be ready when you play the regular game.

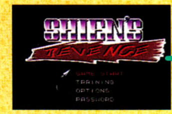
SHIEN'S REVENGE

FROM AGENT #877

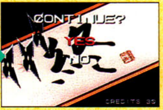
Extra Continues

If you are having trouble finishing Shien's Revenge, try one of these special codes for some extra help. When the Title Screen appears, enter the code of your choice. It will take effect when the game begins. If you still can't complete the game with the help of these codes, then you had better keep practicing!

At the Title Screen, press Select 7 times on Controller II.


GAME START
TRAINING
OPTIONS
PASSWORD

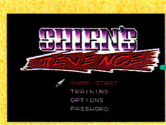
When the Title Screen appears, press Select seven times on Controller II.


CONTINUE?
YES
NO

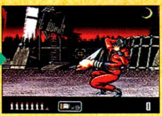
You'll earn 30 Continues before your game is over!

Special Weapons

At the Title Screen, press Start 9 times on Controller II.


GAME START
TRAINING
OPTIONS
PASSWORD

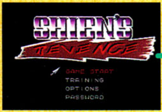
On Controller II, press Start seven times when the Title Screen appears.



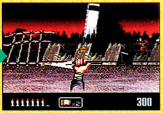
You'll begin the game with seven Special Weapons in reserve.

Super Easy Mode

At the Title Screen, press the L Button 7 times on Controller II.


GAME START
TRAINING
OPTIONS
PASSWORD

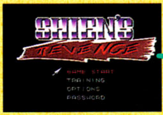
At the Title Screen press the L Button seven times on Controller II.



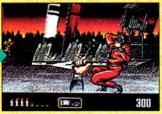
You can now access the Super Easy Mode of the game.

Super Hard Mode

At the Title Screen, press the R Button 7 times on Controller II.


GAME START
TRAINING
OPTIONS
PASSWORD

At the Title Screen, press the R Button seven times on Controller II.



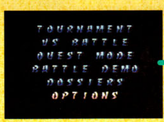
Now you can access the Super Hard Mode of the game. Good Luck!

DOUBLE DRAGON V

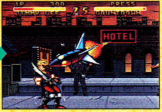
FROM AGENT #554

More Codes

Agent #554 has found more codes that you can use to adjust the fighting difficulty in Double Dragon V. The first code lets you turn off the Dizzies so that, if you get hit hard, your character won't stop fighting. To make the code work, wait until the Main Menu Screen appears, then press Down, Down, Left, Up, Up, R, R and L on Controller I. The second code lets you Disable the Throws. To use the code, wait until the Main Menu appears, then press R, Right, L, L, Left, Left, R and R.

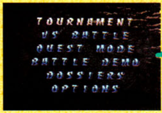

TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
DOSSIERS
OPTIONS

At the Main Menu Screen, press Down, Down, Left, Up, Up, R, R and L.

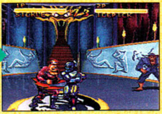


Now your character won't be stunned when he's hit hard.

Disable Throws


TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
DOSSIERS
OPTIONS

At the Main Menu Screen, press R, Right, L, L, Left, Left, R and R.



You won't be able to use the Throws during the fight, so be careful!

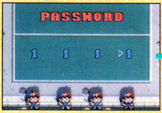
CLASSIFIED INFORMATION

SUPER BOMBERMAN 2

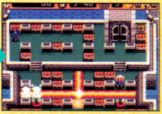
■ From Agent #111

Power-Up

When you begin the Normal Game in Super Bomberman 2, you are equipped with one Bomb and power one Flame. Beating some of the enemies at the beginning of the game can be tricky because you are forced to get close to them before you can drop your bomb. If you go to the Password Screen and enter 1111 as your password, you'll start at the beginning of the game, but you'll have six Bombs with a power six Flame! You will also start the game with the Detonator, but you will lose it as soon as you get hit by an enemy.


PASSWORD
1 1 1 >1

If you want to begin the Normal Game with a boost use 1111 as your password.



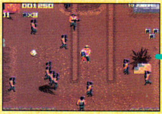
You'll begin the game with six Bombs, power six Flame and the Detonator!

TOTAL CARNAGE

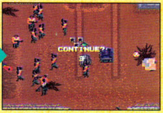
■ From Agent #001

Secret Voices

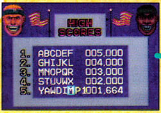
The programmers of Total Carnage have hidden secret voices in the game. To find them, start a new game and play until you get the fifth highest score, then let yourself be defeated. When the High Scores appear, enter your name as YAWDIM, then press Right on the Control Pad to find the Secret Screen. To hear the voices, press any button while you're on this screen.



Begin a new game and play until you get a score above 1000 points but below 2000 points.

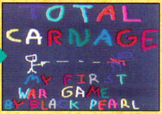


Let yourself get hit by the enemies but don't continue the game.


HIGH SCORES

```
1. ABCDEF  005,000
2. GHIJKL  004,000
3. MNOPQR  003,000
4. STUVWX  002,000
5. YAWDIMP1001,664
```

Enter your name in the fifth place spot as YAWDIM (MIDWAY spelled backwards).


TOTAL CARNAGE
MY FIRST WAR GAME
BY BLACK PEARL

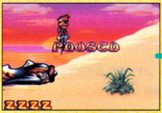
Press Right on the Control Pad to find the Secret Screen and hear the Secret Voices.

ZERO THE KAMIKAZE SQUIRREL

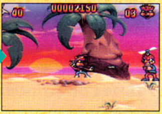
■ From Agent #646

The Squirrel Hoard

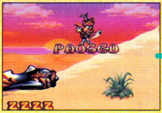
Like any good rodent, Zero the Kamikaze Squirrel has a secret stash of goodies! To use any of these codes, begin a new game, then pause the game at any time. While the game is paused, quickly enter the code of your choice. If you enter the code correctly, you will hear a musical tone.



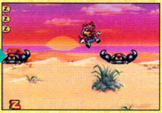
While the game is paused, press Down, A and B.



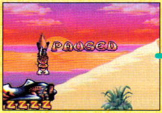
With Unlimited Shurikens you can beat any enemy.



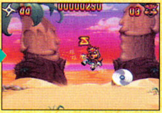
Pause the game and press B, A, B, B and the Y Button.



Even if you lose a Squirrel, you'll always have a spare one.



Pause the game and press B, Up, B, B and the A Button.



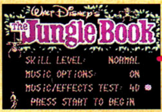
Now you'll have unlimited hit points to finish the game.

Walt Disney's Classic The Jungle Book

■ FROM AGENT #260

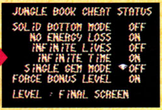
Jungle Cheat

Players who are really lucky may have found this special code, but it is difficult to discover. When you first turn on the game, you can access the Option Screen by pressing the Select Button. Once you are on the Option Screen, highlight the Sound Test and play the following sounds in this order: 40, 30, 20, 19, 18, 17, 16 and 15. After you play the last sound, the screen will automatically switch to a secret Cheat Mode Screen where you can adjust many of the elements of the game and skip to any stage you want!



SKILL LEVEL: NORMAL
MUSIC OPTIONS: ON
MUSIC/EFFECTS TEST: 40
PRESS START TO BEGIN

Go to the Option Screen and play the Sound Test in the correct order.



JUNGLE BOOK CHEAT STATUS
SOLID BOTTOM MODE OFF
NO ENERGY LOSS ON
INFINITE LIVES OFF
INFINITE TIME ON
SINGLE GEM MODE OFF
FORCE BONUS LEVEL ON
LEVEL : FINAL SCREEN

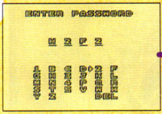
From the Cheat Mode Screen you can skip to any stage in the game.

Contra The Alien Wars

■ FROM AGENT #690

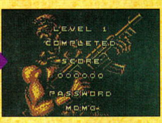
Level Skip

This super secret password will allow players to skip to any area in the game with very little effort. Before you begin a new game, go to the Password Screen, enter H2F2 as your password, then begin playing the game as you usually would. When a level becomes too much for you to bear, push the Start Button. When you release the Start Button, you will safely skip to the next stage in the game. By using this trick, you will can make your way to the final boss, even if you can't beat him.



ENTER PASSWORD
H2F2

Go to the Password Screen and enter the Password H2F2.



LEVEL 1
COMPLETED
SCORE
000000
PASSWORD
MDMG

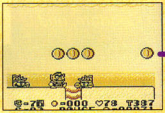
If you want to skip to the end of the level, press the Start Button.

Warioland Super Mario Land 3

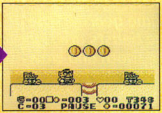
■ FROM AGENT #667

Super Cheat Code

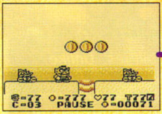
This code, sent in by Agent #667, will allow you to change any of the information on the bottom of your screen. While you're playing, pause the game, then press the Select Button 16 times to make a cursor appear in the lower left corner. Hold A and B, then press Left or Right on the Control Pad to move the cursor. Press Up or Down on the Control Pad to change the numbers. When you're done, take the game off pause to continue playing.



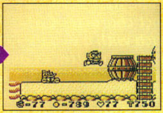
While you're playing, pause the game and press the Select Button 16 times.



Hold the A and B Buttons and press Left or Right to move the cursor.



Press Up or Down on the Control Pad to change the different numbers.

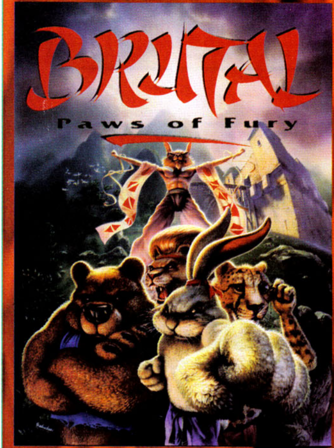


Press Start to take the game off Pause and continue playing now that you're all powered up.

SEND US YOUR CODES!

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

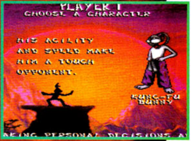
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, Wa.
98073-9733



THE FUR IS FLYING!

© 1994 Cybersoft, Inc.

The Dali Llama has called the world's warriors together to find the greatest one among them. CyberSoft brings the fighting game genre to the animal kingdom, and the beasts are fighting tooth and claw to win the honor of wearing the coveted Belt of Heaven. Brutal offers fighting game fans seven distinct characters, each with a wide variety of attacks and abilities. Unlike most games, Brutal makes players earn their special attacks by winning battles. After you learn the moves, you get passwords that will let you begin the game with the special attacks you've already learned.


PLAYER 1
CHOOSE A CHARACTER

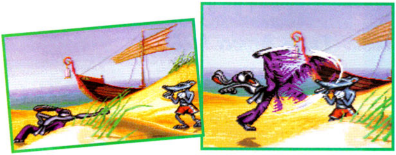
HIS AGILITY
AND SPEED MAKE
HIM A TOUGH
OPPONENT.

KUNG-FU
BUNNY

AKING PERSONAL DECISIONS A

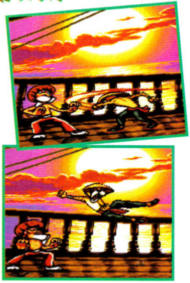
KUNG FU BUNNY

If you are a fighter who likes to use your feet, then Kung Fu Bunny is for you! Most of his strong moves involve powerful kicks. Because he is quick on his feet, his better moves can cover a great distance and catch the opponent off guard. Kung Fu Bunny's speed also makes him a good choice for players who like to put together combinations when you fight.



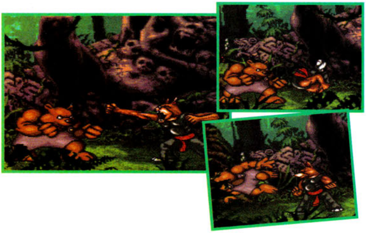
TAI CHEETAH

Tai Cheetah's fighting style tends to favor speed over strength. His speed can prove deadly against slower enemies, but quicker foes will be difficult to defeat. Tai Cheetah has many special attacks, and most of them are easy to perform. Use the moves to your advantage when you face a difficult opponent.



KENDO COYOTE

Kendo fights best when he's fighting for fame and fortune. He is a well-rounded fighter with fair speed and extremely strong attacks. Some of his stronger moves can be difficult to perform quickly, so be ready to jump if your move fails.



RHEI RAT

Rhei Rat is a master in the art of Thai Boxing. He has rescheduled his money-making championship bouts to enter this contest, so he does not plan on returning home empty-handed. Rhei is a fighter of few words—he lets his fists do the talking. If you are looking for a fighter with some punch, then Rhei is your rat. His weak kicks are only effective when you are in close to your foe, so try punching. Rhei can be difficult to control at first.

FOXY ROXY

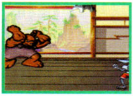
Foxy Roxy, or Indrah Prashmet as she is known outside of the tournament, is a fighter with tremendous speed. Her only drawback is her lack of any real strength. Your best bet when using Foxy is a hit and run strategy. Your enemy can't hit what he can't catch! She has entered the tournament to gain acceptance from the man she secretly loves, the powerful Dali Llama himself.

PRINCE LEON THE LION

Leon is a well-rounded fighter who uses a wide range of surprising moves. He has sworn to defeat his mortal enemies, Kendo Coyote and Tai Cheetah, in this competition, and he'll stop at nothing to succeed.

IVAN BEAR

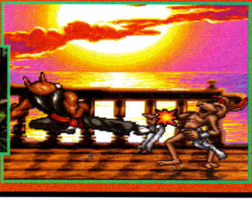
A no-nonsense fighter, Ivan Bear relies entirely on his strength to win battles. He is slow to react but can prove deadly for any inattentive foe. If you use Ivan, let your enemies come to you!



POWER-UPS

A CRUSHING COYOTE ATTACK

If you are having trouble making it through the game, try using Kendo Coyote. Although some of his moves can be difficult to master, you can always take out your opponent with a Jump Kick. You can continue to learn Kendo's moves as you rise to the top of the ranks, then take on the Dali Llama with the moves you've mastered. After you get the hang of the game, you can go back and learn to use the other characters. If you beat the Dali Llama on the higher skill levels, you'll be able to play as the Dali himself!



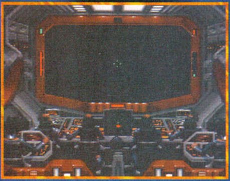
STAR TREK® STARFLEET ACADEMY™

Starship Bridge Simulator™

In the 23rd Century, what sort of career does an ambitious student seek? A career in Starfleet, of course. Interplay's Starfleet Academy: Starship Bridge Simulator takes you through the course, drilling you on navigation, protocol, reacting under pressure and making command decisions. Will you graduate at the head of your class or end up slinging Antarian slime-burgers in the backwaters of the galaxy?

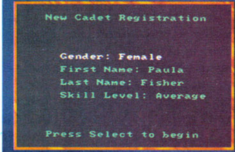
WHERE NO SPACE CADET HAS GONE BEFORE

Interplay has packed four years of training into an efficient 8 Megabits. The result is a bridge experience unparalleled in prior Star Trek games. You won't find "away" missions like those in Star Trek: The Next Generation from Spectrum Holobyte, but you'll see and do far more from this captain's chair. Trekkers, finally, get a game that is as engaging and complex as the real thing.



SIGN ON

Your first act as a Starfleet cadet is to register. You can select a gender and one of the various names. You also must be a human. Finally, select the degree of difficulty you want.



New Cadet Registration

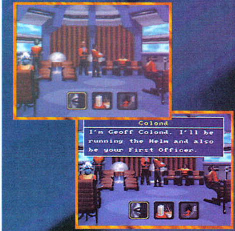
Gender: Female
First Name: Paula
Last Name: Fisher
Skill Level: Average

Press Select to begin

The selection of a skill level in the registration screen is the only part that affects the game.

RED SHIRTS

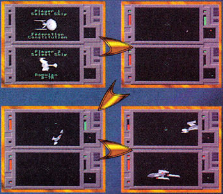
Meet your classmates in the canteen. You will have five cadets crewing on your simulated missions, each with his, her or its own personality.



Colond
I'm Geoff Colond. I'll be running the Helm and also be your First Officer.

DUAL DUELS

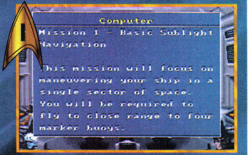
The two-player option lets you battle a buddy using any ship. Warning: the battles may seem endless.



Software © 1994 Interplay Productions
Star Trek ® & © 1994 Paramount Pictures

SIM BAIT

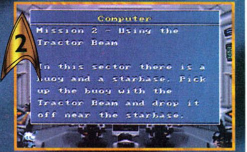
Early in your career you will be nothing more than alien bait. To improve your piloting skills, spend time in the simulator combat missions.



Computer

Mission 1 - Basic Sublight Navigation

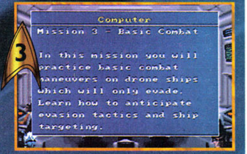
his mission will focus on maneuvering your ship in a single sector of space. You will be required to fly to close range to four marker buoys.



Computer

Mission 2 - Using the Tractor Beam

n this sector there is a uoy and a starbase. Pick up the buoy with the Tractor Beam and drop it off near the starbase.



Computer

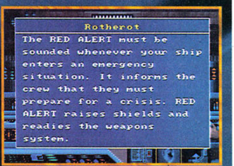
Mission 3 - Basic Combat

In this mission you will practice basic combat aneuvers on drone ships which will only evade. Learn how to anticipate evasion tactics and ship targeting.

The three basic missions teach you where the ship's systems are located and get you up to speed on navigation and combat basics. You don't have to run these simulations, but you should.

SCHOOL DAZE

Commander Rotherot will be your instructor, explaining the missions and answering questions before you and your crew head to the simulator. You will be graded on every mission.



Rotherot

The RED ALERT must be sounded whenever your ship enters an emergency situation. It informs the crew that they must prepare for a crisis. RED ALERT raises shields and readies the weapons system.

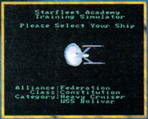
Pay attention to Rotherot and ask questions. Most missions turn out to be more complex than they seem.

PLUGGED IN FOR GLORY

After completing required simulation courses, you may want to spend time in the simulator honing your skills. The Combat Training simulator lets you test yourself against enemies. You can even pilot alien vessels. You may also relive famous Star Trek scenarios like the Wrath of Kahn and The Undiscovered Country.

COMBAT TRAINING

Fight single or multiple enemy targets using Federation or alien vessels. Learn basic tactics against light Federation ships, then move up to the challenge of Romulans and Klingons.



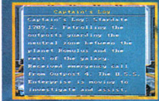
Starfleet Academy
Training Simulator

Please Select Your Ship

Alliance:Federation
Class:Constitution
Category:Heavy Cruiser
USS Bolivar

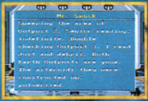
BALANCE OF TERROR

Stardate 1709.2—While patrolling the Romulan neutral zone, the U.S.S. Enterprise receives an emergency call from Outpost 4, which has been hit by an unknown ship. When you respond, you'll find the ship heading toward the Romulan neutral zone. Don't allow it to escape.



Captain's Log

Captain's Log: Stardate 1709.2. Patrolling the outposts guarding the neutral zone between the planet Romulus and the rest of the galaxy. Received emergency call from Outpost 4. The U.S.S. Enterprise is moving to investigate and assist.

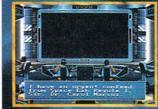


Mr. Spock

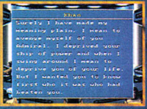
Sweeping the area of Outpost 2. Sensor reading: indefinite. Double checking Outpost 3. I read dust and debris. Both Earth Outposts are gone. The asteroids they were constructed on: pulverized.

WRATH OF KAHN

Kahn, with his genetically superior intellect, has taken over the U.S.S. Reliant and is demanding information about the Genesis device. Caught in an ambush, what do you do as captain of the Enterprise?



I have an urgent comfeed from Space Lab Regula 1, Sir. Dr. Carol Marcus.

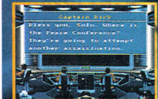


Khan

Surely I have made my meaning plain. I mean to avenge myself of you Admiral. I deprived your ship of power and when I swing around I mean to deprive you of your life. But I wanted you to know first who it was who had beaten you.

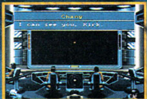
THE UNDISCOVERED COUNTRY

Treacherous Federation and Klingon conspirators are planning an assassination at the peace conference at camp Khitomer. But how will you make it past a Bird of Prey that can fire when it's cloaked?



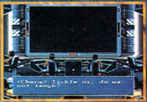
Captain Kirk

Bless you, Sulu. Where is the Peace Conference? They're going to attempt another assassination.



Chang

I can see you, Kirk.



<Chang> Tickle us, do we not laugh?

TAKING THE HELM: AHEAD FULL IMPULSE

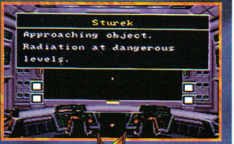
These training missions require combat skills, diplomacy and common sense, plus a lot of courage. They are the equivalent of tests. Your object is to earn the highest score possible. After completing each mission, whether you do well or poorly, you'll receive a score and a password. If the score wasn't so hot, start again to earn a better score. The new password will reflect your improved score. Goals of a mission may change because of various circumstances, so keep your mind open at all times.

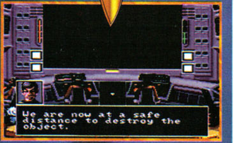
FRESHMEN FOOLS

Warning: being caught with this article may be grounds for dismissal! Reading our strategies is considered to be cheating by Starfleet, but if you're not making the grade, take a look at the missions below. To be a good Starfleet officer, you must recognize danger and protect your crew, but you can't abandon your mission, either.

MISSION 101

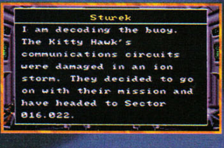
Remember two things on this mission. Don't get too close to the radioactive probe and don't take too much time reaching it.


Sturek
Approaching object.
Radiation at dangerous
levels.


We are now at a safe
distance to destroy the
object.

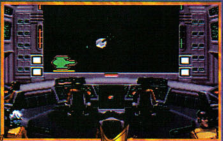
MISSION 102

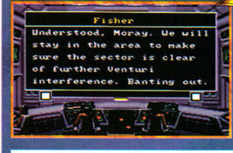
Track down the Kittyhawk and save the remnants of her crew from the attacking aliens. Don't confuse the alien ship for a Fed vessel!

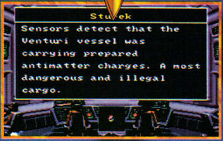

Sturek
I am decoding the buoy.
The Kitty Hawk's
communications circuits
were damaged in an ion
storm. They decided to go
on with their mission and
have headed to Sector
016.022.

MISSION 103

The attack on the Moray was just a ruse to draw a Federation starship, it seems. But it turns out that the Venturi are dealing in contraband. Be sure to use tactical displays to monitor damage to the enemy.

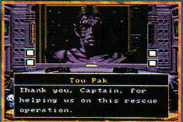



Fisher
Understood, Moray. We will
stay in the area to make
sure the sector is clear
of further Venturi
interference. Banting out.


Sturek
Sensors detect that the
Venturi vessel was
carrying prepared
antimatter charges. A most
dangerous and illegal
cargo.

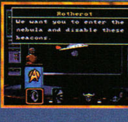
MISSION 104

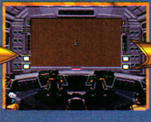
After discovering the disabled ship in the radiation field, you'll have to visit the neighboring star system to find the Tou Pak, then return to Hanab. Under cover of the alien ship, approach the disabled vessel and tow it to safety.

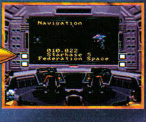

Tou Pak
Thank you, Captain, for
helping us on this rescue
operation.

MISSION 105

Destroy the three Venturi beacons in the Ingama Nebula. Remember that your sensors and shields won't work. Put your repair priority on hulls and be ready for the Venturi to arrive if you take too much time. The trick is to get in and out before the Venturi know you're there.


Rotherot
We want you to enter the
nebula and disable these
beacons.



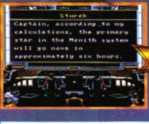

Navigation
010.022
Starbase 5
Federation Space

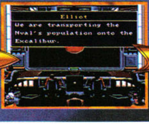
SOPHMORES STINK

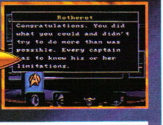
It's time to step up to a better ship and more difficult missions. If you made it through the first five missions with passing grades, you're doing well, but don't get cocky. Sophomores don't get a break. They're not expected to make rookie mistakes, but they still don't have the experience they need. This will be a tough year.

MISSION 201

Aboard the Excalibur you'll go to the Menith system to save one of four parties who are otherwise doomed to be cooked when the system goes nova in 13 hours. Choose either the children, the scientists or the Nval to earn a 100% grade. Sometimes you can't save everyone.

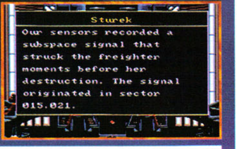

Sturek
Captain, according to my calculations, the primary star in the Menith system will go nova in approximately six hours.


Elliot
We are transporting the Nval's population onto the Excalibur.


Rotherot
Congratulations. You did what you could and didn't try to do more than was possible. Every captain has to know his or her limitations.

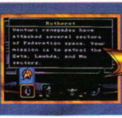
MISSION 202

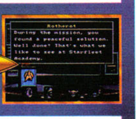
Freighters have been disappearing mysteriously on the Miraz passage to Alca. Your investigation leads you to a secret Klingon base guarded by several Birds of Prey. You are outgunned and outnumbered. Return to base with the information. Don't fight.


Sturek
Our sensors recorded a subspace signal that struck the freighter moments before her destruction. The signal originated in sector 015.021.

MISSION 203

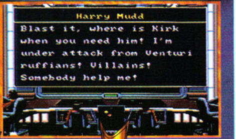
Venturi are raising a ruckus in the Zeta, Lambda and Mu sectors. Check on each colony, and try to avoid a fight.

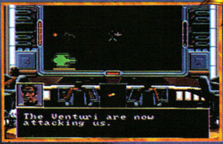

Rotherot
Venturi renegades have attacked several sectors of Federation space. Your mission is to patrol the Zeta, Lambda, and Mu sectors.

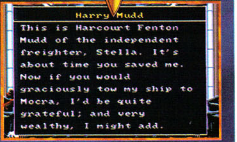

Rotherot
During the mission, you found a peaceful solution. Well done! That's what we like to see at Starfleet Academy.

MISSION 204

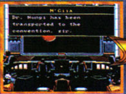
On the surface, this mission seems like a simple delivery. You are to drop off Dr. Hungi to the Hawking Conference on Newton II. You'll begin to suspect that all is not as it seems when you find Harry Mudd's freighter under attack.

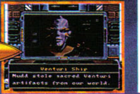

Harry Mudd
Blast it, where is Kirk when you need him! I'm under attack from Venturi ruffians! Villains! Somebody help me!


The Venturi are now attacking us.


Harry Mudd
This is Harcourt Fenton Mudd of the independent freighter, Stella. It's about time you saved me. Now if you would graciously tow my ship to Mocra, I'd be quite grateful; and very wealthy, I might add.

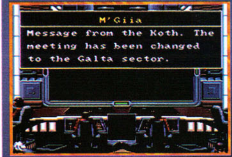
Destroy the attacking Venturi ship and deliver Dr. Hungi, then return to the Stella and tow it to the Mocra system. When a Venturi ship announces that Mudd has stolen Venturi religious artifacts and demands their return along with Mudd, you must make a choice, whether to refuse them, meet their demands, or make some other, better arrangement.


M'Giia
Dr. Hungi has been transported to the convention, sir.

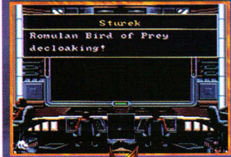

Venturi Ship
Mudd stole sacred Venturi artifacts from our world.

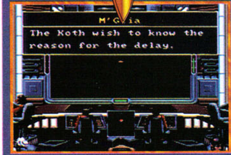
MISSION 205

First contact with the Koth sends you on a diplomatic mission to the Janus sector where you'll transport a Federation ambassador. The Romulans will likewise send a representative. The Romulans are as unpredictable as always, so you must be ready for subterfuge.

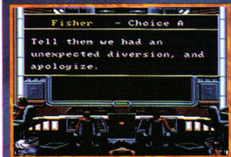

M'Giia
Message from the Koth. The meeting has been changed to the Galta sector.

If you use your sensor array, you'll learn that there is a Koth ship in the Janus sector. So why go to Galta?


Sturek
Romulan Bird of Prey decloaking!


M'Giia
The Koth wish to know the reason for the delay.

It turns out that the message was a Romulan trick to divert you and prevent the Federation from ever meeting or negotiating with the Koth.

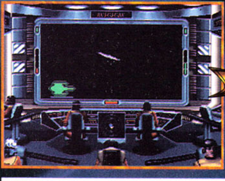

Fisher - Choice A
Tell them we had an unexpected diversion, and apologize.

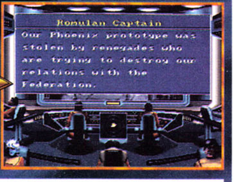
JUNIORS JAM

Now that you've moved up to the big cruisers—the Constitution class ships with their greater speed and more powerful weapons—it's time that you succeed on your own. No more free answers. From here on out, you must earn your grade, but we'll try to help with some hints that even Captain Kirk could have used.

MISSION 301

A new Romulan ship has appeared near the border to test Federation defenses, but you'll find that the situation is far worse. Who is behind the destruction of Federation outposts—Romulans or renegades whom they say have stolen the ship? The answer lies in the Clark system.



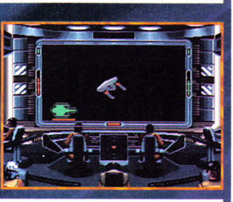


Romulan Captain

Our Phoenix prototype was stolen by renegades who are trying to destroy our relations with the Federation.

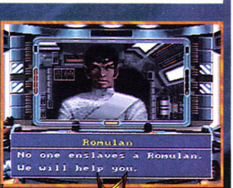
MISSION 302

This war game with the Excelsior will take you into four star systems and match you against an opponent with greater firepower and improved sensors. You must find the Excelsior quickly, then engage her. If she reaches all four systems, you lose the exercise. Keep your hull repaired.



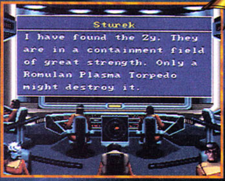
MISSION 303

Your mission is to monitor space-time rifts near the Demeter protostar, which lies in a sector near Romulan space. That should be a clue that this won't be any ordinary science mission. That is confirmed when you discover a Phoenix class warbird in the system. Then you pass through the rift.



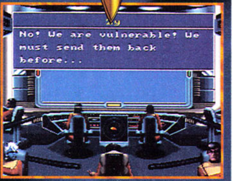
Romulan

No one enslaves a Romulan. We will help you.



Sturek

I have found the Zy. They are in a containment field of great strength. Only a Romulan Plasma Torpedo might destroy it.



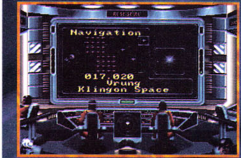
Zy

No! We are vulnerable! We must send them back before...

On the far side of the rift you'll encounter the Phoenix along with a Tholian ship and a Gorn Cruiser. Then a message indicates that you have all been captured by the Zy—a mysterious alien race that wishes to study the four species to determine which is strongest. Do you go it alone or is there another way to survive this melee? Use all your ship's systems to find the Zy's weakness.

MISSION 304

The beginning of six war scenarios starts with this mission against the Klingons. You must find a supply depot in one of three Klingon systems, then return to Federation space. If you're quick and lucky, you may not have to fight.

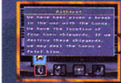


Navigation

017,020
Vrung
Klingon Space

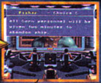
MISSION 305

During a break in the war with the Gorn, you are sent in to destroy four shipyards. You'll have the help of a fleet that should draw away defenses from the shipyards. Make sure that your targets are military and not civilian.



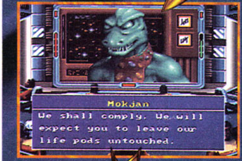
Rotherot

We have been given a break in the war with the Gorns. We have the location of four Gorn shipyards. If we destroy these shipyards, we may deal the Gorns a fatal blow.



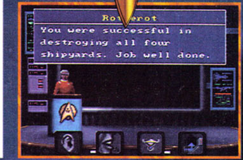
Fisher - Choice C

All Gorn personnel will be given two minutes to abandon ship.



Mokjan

We shall comply. We will expect you to leave our life pods untouched.



Ro erot

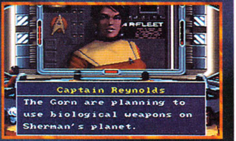
You were successful in destroying all four shipyards. Job well done.

SENIORS RULE

The final year of your academy education takes place with the continuing military missions. Although you aren't expected to wreak havoc, you will see considerable action, particularly against the Tholians and Gorn. Fortunately, they don't have the best ships. You'll also have a final exam after completing mission 405.

MISSION 401

You'll have to use your initiative on this classified mission into Gorn space. Find a Federation ship on an intelligence gathering mission, then use the information to stop a biological attack, but don't forsake other Federation officers.

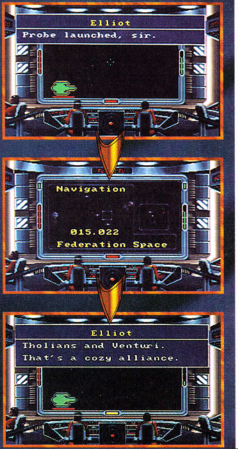


Captain Reynolds

The Gorn are planning to use biological weapons on Sherman's planet.

MISSION 402

Starfleet is winning the war against the Tholians, but you may not be so lucky when your orders change, sending you into the Praetus sector to launch a special probe. Be prepared to meet multiple Tholian ships.



Elliot

Probe launched, sir.

Navigation

015.022

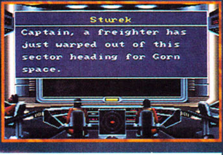
Federation Space

Elliot

Tholians and Venturi. That's a cozy alliance.

MISSION 403

The main Gorn fleet is moving toward Federation space. Starfleet has discovered freighters secretly supplying the Gorn. Patrol four systems and try to stop the smuggling. In the Saracles sector, smuggling activity has been witnessed.

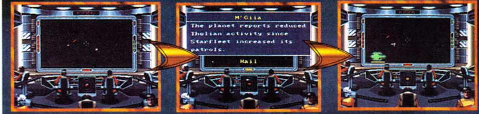


Sturek

Captain, a freighter has just warped out of this sector heading for Gorn space.

MISSION 404

When a Federation fleet crosses into Tholian space, a major battle will ensue. In order to protect colonies along the border, you are sent to Stonrak, Klahmac, Delphi and Diogenes. If the Tholians win the battle, you'll have to face them on the frontier without support. Expect a tough fight.

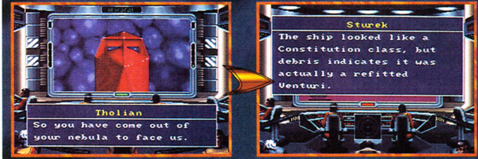


M'Giia

The planet reports reduced Tholian activity since Starfleet increased its patrols.

MISSION 405

Although the Tholians have claimed that a Federation heavy cruiser has violated their space, Starfleet has no knowledge of such an event. You are sent to the scene. Head to Kappa where you'll face the Tholians, but don't start shooting until you've checked things out.



Tholian

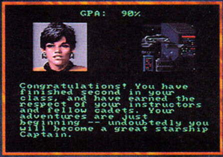
So you have come out of your nebula to face us.

Sturek

The ship looked like a Constitution class, but debris indicates it was actually a refitted Venturi.

HONOR ROLL

The final exam puts you in the famous Kobayashi Maru scenario—the classic "no win" situation. How will you perform in this ultimate test of character? Admiral Kirk wraps up the debriefing. If you've maintained a passing GPA throughout your four academy years, you'll graduate and become a Starfleet officer. Good luck, cadet.



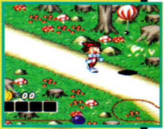
GPA: 90%

Congratulations! You have finished second in your class, and have earned the respect of your instructors and fellow cadets. Your adventures are just beginning -- undoubtedly you will become a great starship Captain.

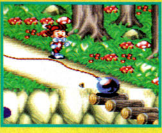
Super NES
Kid Klown in Crazy Chase

© 1994 Kemco

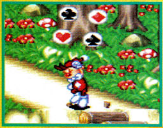
SUPER NES SLAPSTICK



When Blackjack the pirate kidnaps Princess Honey, the desperate king turns to Kid Klown—Kemco's hero in a mop wig and size 33 shoes. Two elements stand out in Kid Klown. First, the slapstick animation is varied and fun. Second is its unique forward scrolling perspective. But Kid Klown has a few problems. The play control feels awkward at first and the time spent on pratfalls can be frustrating as you watch the timer fuse burn down. Furthermore, the game won't keep advanced gamers busy for long. On the other hand, with excellent graphics and a unique play experience, KK delivers wacky fun.



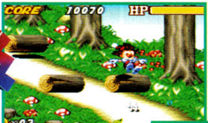
KK charges downhill as the screen scrolls from the lower right to the upper left. You can control his speed and direction while avoiding traps and collecting items like the cards that dangle from balloons.



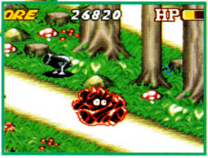
The goal in each stage is to reach Blackjack's bomb before it blows. A burning fuse acts as your timer. The second goal is to collect the playing card suits. Without all four Card Suits, you won't progress.

STAGE 1
KID IN THE FOREST

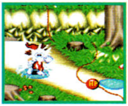
The first chance for Kid Klown to fall flat on his face, which he does with amazing frequency, comes on the mountainside. While bumbling and fumbling down the mountain path, KK must dodge rolling logs, flying axes, and bombs. Pits of spikes must be leaped and thorn bushes avoided.



When the logs start to thunder down from above, Kid Klown can either leap over them or onto them. If he lands on a log, he'll end up log-rolling for a short time. Jump off again quickly.



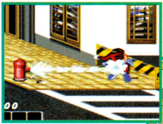
Cannon balls will toast KK unless he jumps over them. Run along the side of the trail. It is easier to jump over most obstacles there.



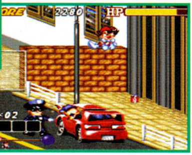
Even water presents a hazard. When KK gets wet, he stops to shake himself dry like a dog.

STAGE 2
IN THE CITY

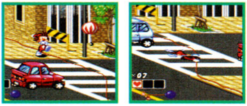
As everyone knows, cities are full of hazards. This town, with its traffic and exploding fire hydrants, is no exception. KK can bound over these obstacles using springboards. Since the scrolling never allows you to go backwards, be sure to slow down or you may miss items.



KK gets blasted by fire hydrants if he's not careful. Keep on the lookout for man-holes, traffic barriers, and soda pop cans that will trip you up.



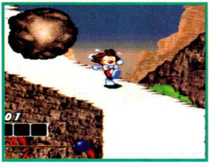
Some of the springboards have been placed near tall obstacles like walls. If you hit the springboard, you won't have to clamber over the wall.



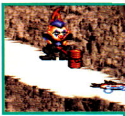
Crosswalks don't offer any safety in this town. Cars don't slow for anyone. Cross in the middle so that you have time to dodge cars.

STAGE 3
IN THE MOUNTAIN

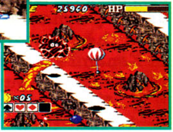
For high adventure, the second mountain area does it all. Boulders crash down on narrow paths and, for the first time, Kid Klown can fall off the path and lose lots of HP. In places, the path splits into two roads. The goals remain the same, but the challenge is much tougher. After this stage you can reach a bonus "air hockey" game.



The stone moves faster than KK so you'll have to give it room to pass. In this case, Kid Klown should move to the left or get flattened.



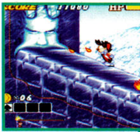
Blackjack will smack KK with a mallet if you give him a chance. Keep moving or the pirate may hammer you.



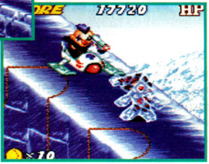
There's fire to the left of Kid and fire to the right. What is a Klown to do? Stay in the middle and jump over the leaping flames.

STAGE 4
IN THE CASTLE

If Kid Klown had any sense at all, the ice castle would freeze him from fear. Plunging blocks cast unwary travellers into an abyss (and a hidden bonus area) while sculptured faces fire blazing shots. KK should often hug the far side of the path where he usually won't fall off. When you come to a balloon, slow down and make your jump count.



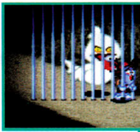
This creature had peppers for lunch and his breath is flaming hot. Stick to the middle and sprint, but beware of falling blocks just ahead.



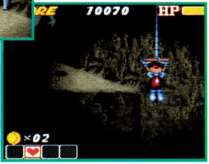
Blackjack shows up in a jet sled to make Kid Klown's life a misery with his freeze ray. Don't let him get behind you.

STAGE 5
IN THE GHOST CAVE

Kid Klown finds himself deep in a haunted cave, pursued by a ghost, tripped up by tridents and grasping hands. You can even swing on a tongue, but the face in the wall might enjoy a clown snack. The final area presents several new tricks, like riding across chasms on hanging bars. There are both falling and flying bonus areas where you can collect coins.



Leap through the fences as they drop from above. If you are stopped behind a fence, you'll lose HP.

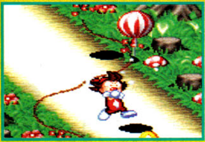


Ride across the chasms to increase your speed and to stay ahead of the ghost. If you fall in a hole, you'll climb out but lose HP.

POWER-UPS

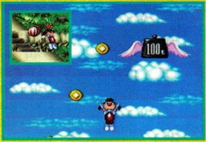
The most useful tip is to use the shadows to line up your jumps to the balloons. In most cases you have only one chance. You can also reach bonus areas by stumbling into certain objects or traps. KK then flies upward or drops down into an area with coins and obstacles.

THE SHADOW



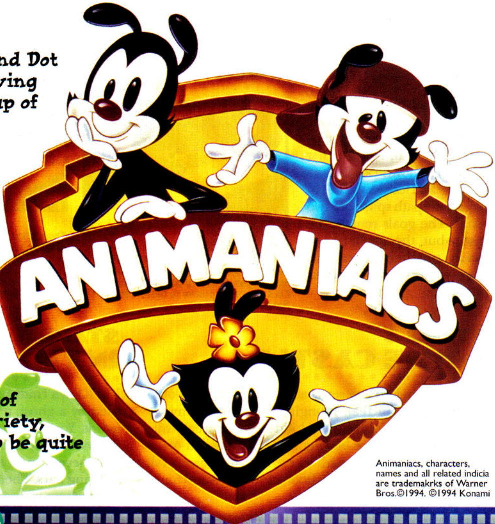
Jump from the shadows on the path to reach the balloons and claim their items. Some shadows may actually be falling objects.

BONUS AREA



Move left and right in the bonus areas to collect coins while avoiding obstacles. If you hit an obstacle, you'll return to the game.

Yakko, Wakko and Dot are the fun-loving and goofy group of pint-sized super heroes known to Saturday morning cartoon fans as the Animaniacs. Now, they're starring in Konami's latest release for the Super NES. There's no doubt that their video game debut could be even more successful than was their rise to television stardom. The action is of the non-violent variety, but it proves to be quite a challenge!



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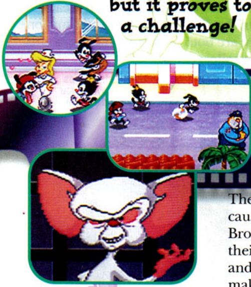
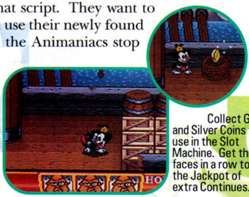
THE FUTURE OF FILM DEPENDS ON YOU!



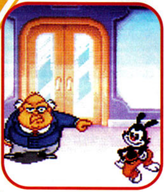
There are many friendly and not-so-friendly characters for the Animaniacs to meet along the way.

The dastardly duo known as Pinky and the Brain is on the loose and ready to cause a mess of trouble. They've gotten word of a hot new script at the Warner Bros. Studios. Although their skills as filmmakers are not nearly as developed as their prowling prowess, Pinky and the Brain have their deranged and criminal minds set on stealing that script. They want to make the film a box office smash and use their newly found millions to take over the world. Can the Animaniacs stop them?.



Collect Gold and Silver Coins to use in the Slot Machine. Get three faces in a row to hit the Jackpot of extra Continues.

YOUR MISSION



Your mission is to make your way through each of the studios at Warner Bros. The missing movie contains 24 Scenes and every single one must be found to get the best ending. Not all of the Scenes will be easy to find, so leave no studio unturned!

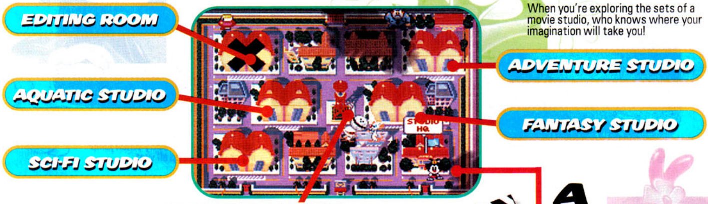
Yakko, Wakko and Dot have come across something, but, unfortunately for them, it's not edible.

It's a communicator! The Warner Bros. CEO needs the Animaniacs to help retrieve the stolen script.

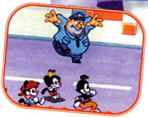
ON THE SET

The Animaniac overworld consists of several special theme studios on the famous Warner Bros. movie studio lot. Wakko, Yakko and Dot must make their way through each building in search of the missing script pages. You may go through in any order you'd like. Once you find all 27 pages, you'll be able to enter the Editing Room in the top left corner of the overworld.

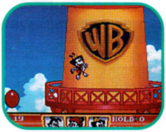
When you're exploring the sets of a movie studio, who knows where your imagination will take you!



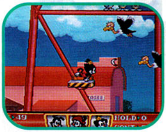
UNDER ARREST!



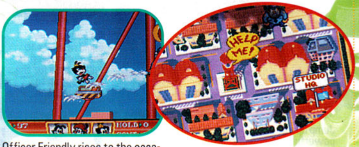
Unfortunately, this constabulary do-gooder has taken a break from his coffee and doughnuts in order to make life for Wakko, Yakko and Dot extraordinarily difficult. During the stages, Ralph, the security guard, appears in an attempt to detain one of the Animaniacs. He also keeps watch on the overworld. In both cases, the best way to avoid being hauled off to the pokey is to keep a good distance.



The studio's water tower becomes a prison for captured heroes.



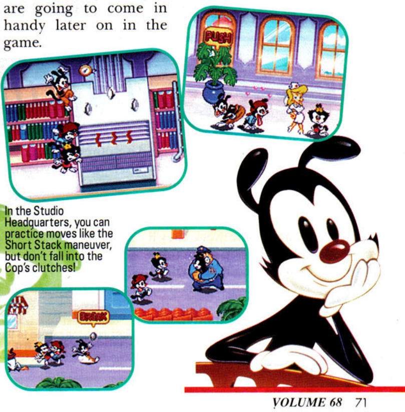
Dot braves the Buzzards in an attempt to rescue one of her fallen friends from the Water Tower.



Officer Friendly rises to the occasion in order to douse hopes of rescuing the captured Animaniac.

A WARM UP

After you receive the mission instructions from the studio head, you've got to make it out of the building and onto the overworld. Think of headquarters as a practice run! There are Coins to collect, Boxes to break and Planters to push. Pay attention—these skills are going to come in handy later on in the game.

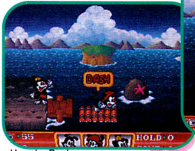


In the Studio Headquarters, you can practice moves like the Short Stack maneuver, but don't fall into the Cop's clutches!

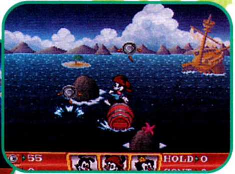
AQUATIC STUDIO

TIME TO SET SAIL

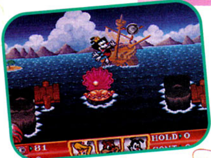
The entrance to the Aquatic Studio is to the left and up from the Studio Headquarters, and it's a fine place for the sea-faring adventurers to start off. Get ready for some wild water action, though, because this famous set, from the movie "Jaws," is filled with snapping sharks, squeezing squids and blood-thirsty pirates!



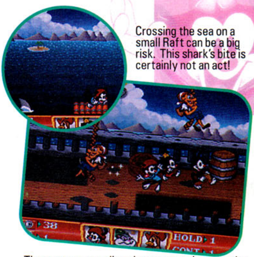
Use the Dash maneuver to move the Raft forward.



To get the Barrel going in the direction you want to go, face the opposite way and walk. Directing it can be a little confusing!

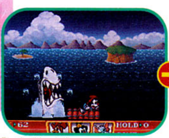


These oversized Clam Shells can give you the extra boost you need. Be sure to line up correctly when jumping or you'll end up all wet.

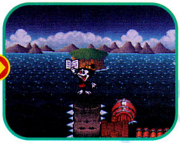


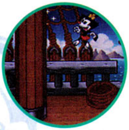
Crossing the sea on a small Raft can be a big risk. This shark's bite is certainly not an act!

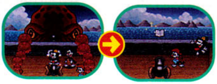
These scene-stealing pirates are going to make it difficult for you to leave, though.



Don't dilly-dally or you'll be snatching defeat from the "Jaws" of victory in no time at all.

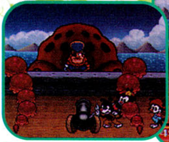

There is an important Scene to be found in the first section of the Aquatic Studio.

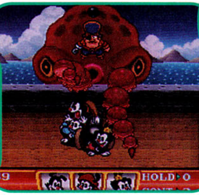

Check out the nooks and crannies of this old Pirate Ship. You never know what you might find. Dot found a Coin behind the mast!


Jump on the cannon to shoot the squid mini-boss. After he is defeated, jump on the cannon again to get a Scene.

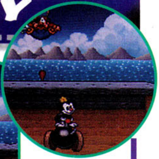
SOMETHING'S FISHY

The encounter with the squid is nothing compared to the battle against the big brother and his friend, the Sea Captain. Don't let them shiver your timbers, though, matey. With some special Animaniac teamwork, they'll be all washed up in no time. Your main challenge will be to keep the cannon lined up properly. Every time the squid slams his slimy tentacles, it bounces the cannon away.


First, push the cannon to the center of the screen. If it bounces away, push it back quickly.



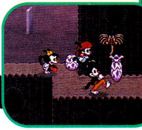
Jump up and down on the cannon to send a powerful cannonball shooting toward the squid and Sea Captain. Keep jumping!


As soon as the squid retreats to the murky deep, it will be time for the Sea Captain to walk the plank.

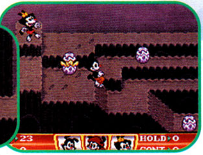
SCI-FI STUDIO

TIME TO BLAST OFF

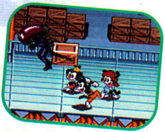
The next mission takes you where no mouse has gone before. The Sci-Fi Studio is located to the left of the Studio Headquarters, but the aliens you'll have close encounters with are definitely from out of this world! Because Wakko, Yakko and Dot aren't equipped with space zappers, they'll will have to rely on fancy footwork to outwit these weirdos!



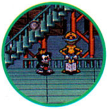
Beware of where these springing scorpions are planning on landing.



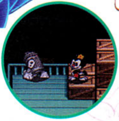
Not all of the exploding eggs are full of scorpions. Some are home to cute little birdies.



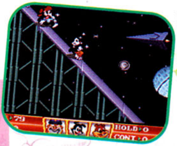
Don't walk too far right from the scarecrow, or you'll never be able to shake the alien.



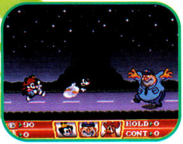
Dash this silly scarecrow several times and you'll be rewarded with a Scene.



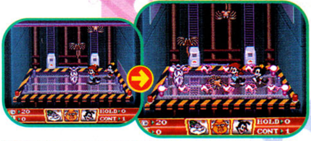
This bucket of bolts doesn't seem to do much, but if you Dash into it, you'll discover a secret cache of cash.



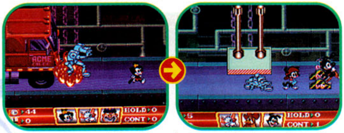
Don't stop for goodies along the way or the bowling balls of death will flatten you like a pancake.



A perfectly placed Dash behind the Cop will put him in his place—flat on his bottom!



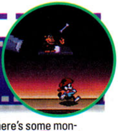
Things are looking up on the Freight Elevator. Avoid the scorpions as well as the jolting electric shockers.

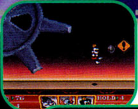


Terminate the robot before he terminates you! Run to the right and Dash into the switches to turn the robot into rubble.

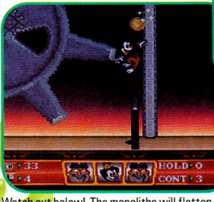
2001 SPACE OBSTACLES

The Animaniacs' odyssey has taken them through the bizarre world of the Sci-Fi Studio, and they've encountered many creepy creatures and mutated monsters. At the end of this stage, though, you'll have to "gear up" to go against mountains of monoliths and machinery to make it out alive. The CEO certainly chose the right mice for this job. Go, Animaniacs, go!

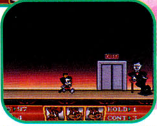




There's some monkey business around here. Avoid the bones Bobo throws.



Watch out below! The monoliths will flatten you as they fall, but once they've landed, you can use them to reach the Coins above.

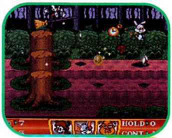


This story has a comical ending! Check out Charlie Chaplin's cane to see if he has a funny Scene for you.

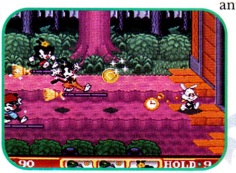
FANTASY STUDIO

TIME TO DREAM ON

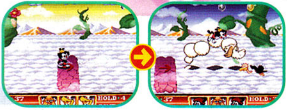
The Fantasy Studio is as wild and wonderful a place as one could imagine, but it's definitely one of the most challenging areas of the game. Each section is completely different from the one before it. Another thing you might not be ready for is the fact that this stage is going at about 55 miles per hour, and it's not going to wait for any slow pokes!



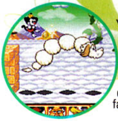
Follow the bunny on a broom stick in the first part. Jump and move as he does to avoid a crash.



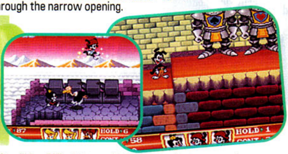
This stage will test your ability to be quick on the Control Pad. Position the leader to fit through the narrow opening.



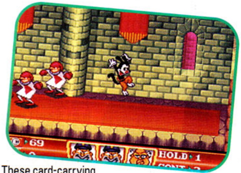
Stand on top of the arrow near the edge of the platform. You should be able to catch the head as it surfaces.



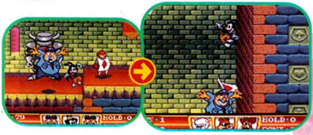
You won't be able to stay on the dogapillar for long. Jump from his tail to his head as he dives and resurfaces.



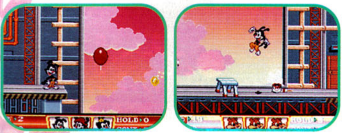
It will be difficult to avoid the buzzards as you run for your life. Think fast and don't let them get you down!



These card-carrying diamondbacks can be eliminated by Dashing into them. In some areas, you will have to destroy all the Cards to proceed.



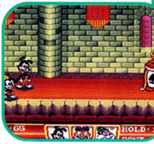
It looks like Yakko has had an unfortunate run-in with the law. Use the cards as trampolines to bounce up, up and away.



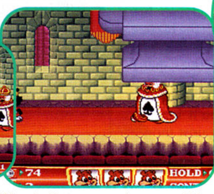
Use the balloons to get a little boost. Investigate doors in the background—they may lead to Bonus Rounds full of Coins.

PLAY A CARD GAME

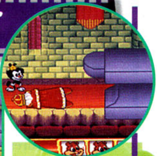
Unfortunately, the fight with the King of Spades at the end of the Fantasy Studio isn't all fun and games. This card has a bad attitude, and he's got it in spades. With some fancy footwork and quick thinking, you might be able to turn the tables on him. With practice and patience, the Animaniacs can do just about anything! It's a gamble, but you'll be a legend in your own time.



First, play possum with his highness. Try to get his attention, but look out if he comes over to your side.



When the King comes running, move quickly to the left side. The 2000-pound anvil will drop and flatten the royal rebel.

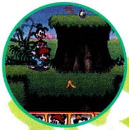


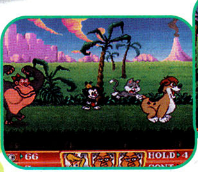
The recipe for success in the Fantasy Studio calls for repeating the steps described until the King of Spades is dealt the final blow.

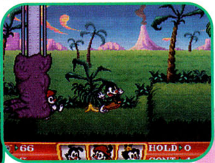
ADVENTURE STUDIO

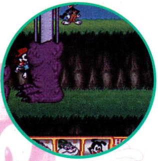
THE DUSTY TRAIL

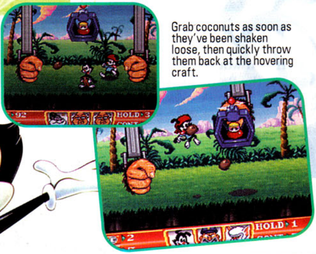
The jungle atmosphere of the Adventure Studio is reminiscent of a land that time forgot. Unfortunately, it's the nineties and the Animaniacs still have many pages of the script to rescue. Technology has gone out of control and filled this overgrown outback with a menagerie of mechanized monsters.

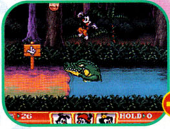

Use the Short Stack jump to make it to all those hard-to-reach spots.

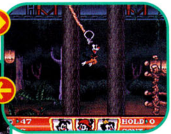

If you can avoid the ape, he'll eventually find something else to chase around.


Watch the shadows to stay out of the path of the purple people eaters' feet. There's little warning!


When you can, move to higher ground. Don't step on the banana peels, though, or off you'll go!


Grab coconuts as soon as they've been shaken loose, then quickly throw them back at the hovering craft.

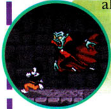

There are hungry Crocodiles in those murky depths. Try to stay out of the water by traveling through the trees above.



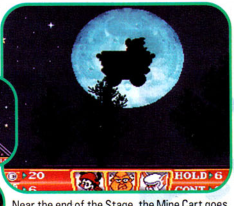
Now it's time for the Animaniacs to grab a vine and swing into the action. Next up on the agenda is the Ancient Maze.

VAMPIRE BOSS

The Vampire is going to be after you from the beginning of this stage to the very end. Whether the end for you is happily flying off into the moonlight, or reaching and end of a more permanent nature, depends on your skill in maipulating the Mine Cart. As it races along, you will have to speed up and jump to make it through.

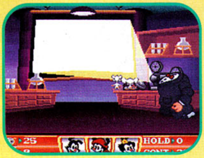

You will have to avoid the Vampire while your in the Mine Cart and on foot.

When things get going too fast, use the Start Button to pause the game and collect your composure.


Near the end of the Stage, the Mine Cart goes off a big jump and you are sent off into the moonlight.

IN THE EDITING ROOM

Just when you think the caper of the missing script is solved, the Bosses come back to haunt you. You'll have to put your film making career on hold temporarily to fight them off.


If you can hold your ground against the Studio Bosses advances, get ready for the fight of your life against the more-than-mischievous Mice.

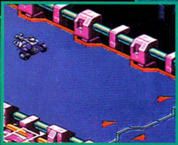
BIKER MICE FROM MARS™

©1994 Konami

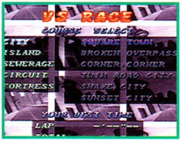
LET'S ROCK AND RIDE

You may have seen these extraterrestrial low-riding rodents rumble across your television screen in cartoons, but now you can join in on the motorcycle action. Konami brings you Biker Mice from Mars, a racing game with a twist. With 30 different tracks and three different skill levels, it has plenty of racing action for players of all ages. Players who prefer a true-to-life racing game will most likely be disappointed, but for the rest of us there are some entertaining features in this game. When you first begin playing, the control seems sluggish and awkward, but it improves as you upgrade your bike. Each track varies in difficulty, throwing a wide range of obstacles in your path to keep the game both challenging and fun.

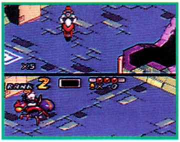
WELCOME TO
"LAST CHANCE"!



HEAD-TO-HEAD RIDE

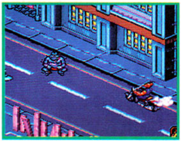

VS RACE
COURSE SELECT
CITY
ISLAND
SEWERAGE
CIRCUIT
FORTRESS
▶ SQUARE TOWN
BROKEN OVERPASS
CORNER, CORNER
TWIN ROAD CITY
SNAKE CITY
SUNSET CITY
YOUR BEST TIME
LAP

Have you been playing all day long while your friends sit around and watch? Let them join in on the fun with a two-player match. The screen splits so each player can follow his own character in the race. The only drawback to the split-screen view is that it reduces your ability to look ahead. You might want to practice racing for a while before you challenge a friend so you won't be thrown off-guard by a tricky spot on the track. There is also a two-player option that will allow you to challenge your friend without the other racers.



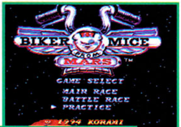
BATTLE RACE

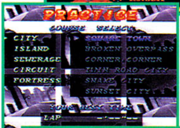
If you would rather shoot than run, you should check out the Battle Race game. Winning is still the object of the race, but you don't need to complete the race to win. If you can get your enemies in your sights, you can shoot them and eliminate them from the race. The last racer standing wins! Don't forget that you can only race until your armor runs out.

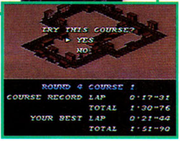


PRACTICE

If you want to get a good look at a track before you race, select the Practice Mode. You can test drive any of the tracks without worrying about the other racer knocking you off the track. The Practice Mode also keeps track of your best lap and track times, so you can compare the different racers on each track. If you can beat the record time on a track, you can be pretty sure you'll be able to win a race on that track. You won't have the benefits of Power-Ups or weapons, so your times will seem slower than they are in the Normal Race.


BIKER MICE FROM MARS™
GAME SELECT
MAIN RACE
BATTLE RACE
▶ PRACTICE
© 1994 KONAMI


PRACTICE
COURSE SELECT
CITY
ISLAND
SEWERAGE
CIRCUIT
FORTRESS
▶ SQUARE TOWN
BROKEN OVERPASS
CORNER, CORNER
TWIN ROAD CITY
SNAKE CITY
SUNSET CITY
YOUR BEST TIME
LAP

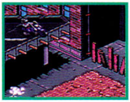

TRY THIS COURSE?
▶ YES
NO

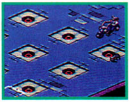
```
ROUND 4 COURSE 1
COURSE RECORD LAP    0'17"31
              TOTAL  1'30"76
    YOUR BEST LAP    0'21"44
              TOTAL  1'51"90
```

MAIN RACING ACTION

When you opt for the Main Race, you'll need to pick one of the well-rounded racers if you want to win. Each of the difficult levels is set up a little differently, so be sure to practice before you start racing. If you lose while you are in the middle of one of the circuits, you'll be frustrated very quickly. Once you're ready for the race, keep your finger on the throttle button and don't let up! The object is to win. To do that, you'll have to keep from being disqualified.

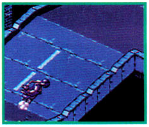
EASY





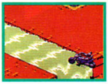
The Easy Skill Level has three rounds of five races each. The other racers are not very smart, so you don't need to worry about purchasing much Armor. If you invest your winnings in new engines and better tires as soon as you can, you'll be able to speed your way to the top of the rankings. If you can't win one of the races, you can make up the missing points in a later event. As long as you finish in the top three spots by the end of the round, you'll move on to the harder races. Modo, Grease Pit and Limburger are your best picks.

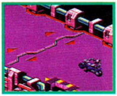
MEDIUM



The Medium Difficulty Level has two more rounds of five races, bringing the total number of races to 25. The later tracks in this level are very twisty, so you'll need to build up both engine and tires before you finish the third round. You can build your weapons and armor as needed, but don't waste your money on unnecessary equipment. If you choose a racer with a strong grip, you'll be better equipped to handle the hairpin turns you're going to find. Throttle, Vinnie and Karbunkle are good racers for this level of racing.

HARD





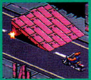
Now that you've managed to make it through the Medium Level, you're ready to take on the best this game has to offer. The Hard Level offers players one more round of tracks to test their skills, and these tracks are tough! Pick your favorite racer and build him up as quickly as you can. You'll need all the power you can get, including weapons and armor, because your opponents are out to get you this time! If you find you just can't make through all of the tracks, you can play a two-player game and let Player 2 sit idle. It will be one less racer for you to beat.

POWER-UPS

CHOOSE YOUR WEAPON

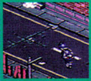
Each of the racers has a different special weapon that you can use to eliminate your competition. You won't b able to use your weapon on the first lap of a race, but it will fully recharge each lap after the first. With certain weapons you can shoot the leader of the race. With other weapons you can guard your tail and keep your lead.

THROTTLE



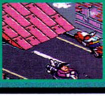
Throttle's specialty is the Tornado Shot. It can shoot a good distance in front of you, but wait until you can see your opponent before you fire.

MODO



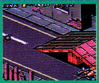
Modo is equipped with the Bionic Crash. When activated, he can crash into the other racers and damage them. It will also boost Modo's speed.

VINNIE



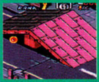
Vinnie is able to jump his bike and land on top of the other riders. This is a difficult weapon to use in the Battle Mode of the game.

GREASE PIT



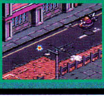
Grease Pit can drop a bomb that will temporarily turn his enemies into piles of grease. His weapon works best when dropped behind him.

KARBUNKLE



Karbunkle can turn his enemies into mutants with his special weapon. If you get hit, you'll have to walk until the effects wear off.

LIMBURGER



Limburger is highly charged with electricity, so watch out! If you get hit with this shot, you're in for a shocking surprise.

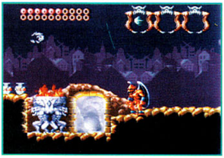
COUNSELORS' CORNER

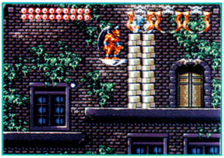
DEMON'S CREST

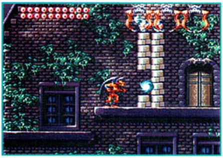
David Laing

HOW DO I OPEN THE DOOR IN THE NORTH-EAST CORNER OF THE TOWN IN STAGE II?

The door in the upper right corner of the town in Stage II leads to a Black Lotus potion shop. To open the door, you must be Firebrand and use either Tornado or Buster Power. To get Buster Power, go to Stage II, Section 2 and use Ground Gargoyle to break the fire fountain. Step into the hole to warp to Section 4, then fight your way to Section 6. Defeat Ovnunu, the slime eyes, to get the Buster Power. Return to the town and use it to open the door. The Black Lotus shop sells all of the potions available in the game.

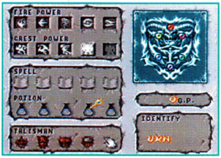

Use Ground Gargoyle to break the fire fountain, then warp to Section 4 and continue to get Buster Power.


Return to the town with BusterPower and use it to open the door to the Black Lotus potion shop.

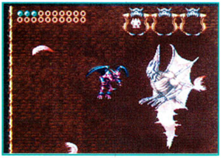

You can also use your Tornado Power to jump over the wall and open the door to the Black Lotus potion shop.

HOW DO I BECOME THE ULTIMATE GARGOYLE?

There are two endings to Demon's Crest. The one you see depends on how many of the talismans, urns and vellums you find. If you find all of the talismans, urns and vellums in the game and defeat Phalanx, you'll get the Ultimate password. You can use the password to play through the game as the Ultimate Gargoyle. This time, you'll face the ultimate enemy, the Dark Demon, as your final foe.



If you collect all of the items in the game and defeat Phalanx, you'll earn the Ultimate password.

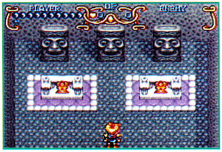

Use the password to become the Ultimate Gargoyle. This time, you'll have to beat the Dark Demon.

ILLUSION OF GAIA

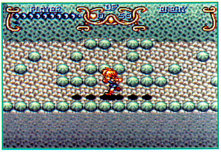
HOW DO I DEFEAT THE VAMPIRES IN MU?

Alyse Galfano

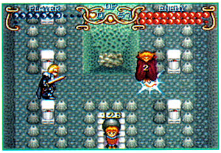
If you've placed the two statues and are still in the form of Will, you should retrace your steps and find the second Dark Space before trying to battle the Vampires. In the second Dark Space, you can transform your character from Will to Freedan, who will have a much easier time fighting the Vampires. To find the second Dark Space, retrace your steps but don't slide through any holes. When you come to the place where there are six spikes that rise and fall, dash over the spikes to the Dark Space beyond and change into Freedan. Now return to the vampire's lair and use his Black Friar ability to atttack them from a distance.



Retrace your steps from the room where you place the statues, but don't slide through any holes.



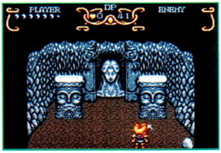
Cross over the lowered spikes to reach the second Dark Space. Change into the form of Freedan.



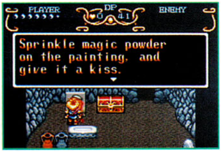
As Freedan, you can use the Black Friar ability to attack the vampires from a safe distance.

HOW DO I FREE KARA FROM THE PAINTING?

In Angel Village, when Ishtar traps Kara in his painting, you'll have to solve a series of riddles in order to free her. The final riddle is the most difficult. The answer is that, unlike the first room, the wind is blowing in the second room. When you solve all of the riddles, Ishtar will give you some Magic Dust. Sprinkle the dust on Kara's painting and kiss the painting to free her.



Point to Will's windblown hair to solve the last riddle.

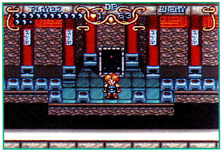


Sprinkle magic powder on the painting, and give it a kiss.

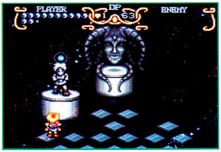
Sprinkle the Magic Dust on Kara's Painting.

HOW DO I GET THE SPIN DASH?

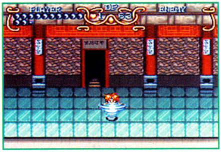
To get the Spin Dash, go to the Great Wall and fall to the ledge where there is a Dark Space. Walk up to the Statue of Will to get the glowing sphere it's holding. You'll then learn the Spin Dash. To perform the move, hold the Attack Button down until Will begins to flash, then tap the L and R Buttons quickly until he begins to spin. When he becomes a blur, you can use the Control Pad to move him in whatever direction you choose. Use him to blast through enemies or fly up inclines.



At the Wall, fall to the ledge with the Dark Space.



Go to the statue of Will to learn the Spin Dash.



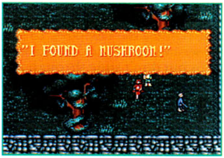
Hold down the Attack Button, then tap R and L to spin.

THE LORD OF THE RINGS

HOW DO I HEAL AND REVIVE CHARACTERS?

Brad Yamauchi

To heal characters, use a healing item such as Moss or a Mushroom. One item restores the hit points of the entire party. If you lose a character, there is no way to revive him. If you want to continue with your full party, make sure you record passwords each time you add a character or find a significant item. Now, if you lose a character, you can restart the game at the last password, but you'll have to retrace some steps.



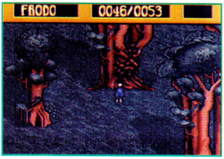
"I FOUND A MUSHROOM!"

To heal ailing party members, use items such as Moss or Mushrooms. One item heals all members.

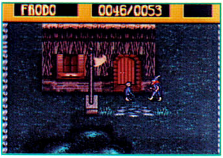
You can restart with the lost character, but you don't have to have all characters in order to finish the game.

HOW DO I RESCUE MY PARTY FROM OLD MAN WILLOW?

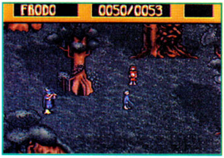
When you and your party approach Old Man Willow, he'll bewitch you with his mysterious song, then, when you're close enough, he'll devour everyone except Frodo. Only old Tom Bombadil, the oldest man in Middle-earth, can rescue your pals. Go Left then Up from the old tree to find Tom's hut in the northern part of the woods. Talk to Tom and give him Old Man Willow's letter, then return to the tree. Tom will be there already. He'll bring out his mystical flute and play a magical tune that will make the rotten old Willow free your friends. After reassembling your party, go back Up several screens to find a Bag that holds the Elvish Book. Now you and your party can continue to Barrow Downs.



When you approach Old Man Willow, he'll entice your party with a terrible tune, then he'll devour your friends.



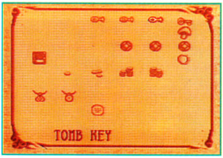
Go west then north to Tom Bombadil's hut in the woods. Show him Old Man Willow's letter.



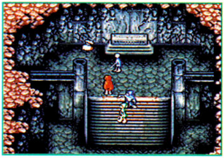
Return to the old tree. Tom will play his flute and make Old Man Willow free your friends.

HOW DO I PICK UP THE LAST TOMB KEY IN BARROW DOWNS?

There are five Tomb Keys in Barrow Downs, but you can carry only four at once. There are two for the third slot. You'll have to use one of the keys before you can pick up the last key. (The second key for the third slot is in a cave, which was labeled as Cave 11 in Volume 63 but left off the explanatory chart.) Before you get the key, use the other third key on one of the locked doors in the area.



You can carry only four keys, so use the third on a locked door before looking for the last key.



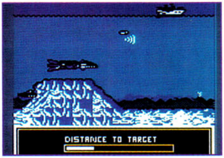
The last Tomb Key is lying in a cave. You'll need it to open a door in one of the later caves.

SEAQUEST DSV

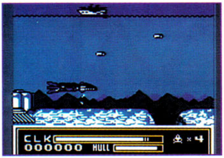
HOW DO I BEGIN MISSIONS?

Perry Clisbee

Because the places where missions begin aren't marked in any way, it can be difficult to find them. Using a combination of Sonar and probes helps. Use Sonar to see the distance to your target. When the Sonar gauge shows that you've reached the target, send out a probe. If it comes back to you, move a short distance and send another probe out. When you're close enough to the target, it will lead you to the mission.



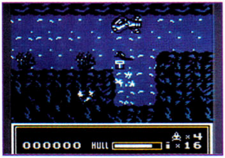
Use Sonar to see how far away your target is. Keep moving until the gauge shows that you're close.



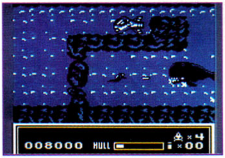
Keep sending out probes until one of them finally leads you to the beginning of a mission.

HOW DO I FINISH THE WHALE MISSION?

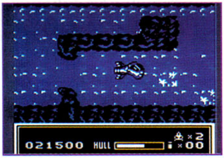
You must first collect all of the flashing canisters in the area. Exit the Speeder to pick up the canister, but be careful about where you park because there are many enemies in the area, and even the fish and sharks can cause damage to the Speeder's hull if they swim into it. Eventually you'll come to a large Whale, which won't let you pass by. To complete the mission, you'll have to exit the Speeder and attack the Whale. Keep firing at the big beast until you defeat it. It takes many hits, but destroying it will create an opening that will allow you to complete the mission and move on to your next objective. You must have all of the canisters from the area in order to defeat the Whale.



The seaQuest itself is too big for the mission. Instead, take the Speeder to collect the canisters.



When you reach the Whale at the end of the stage, exit the Speeder and attack it with your weapon.



When you defeat the Whale, an opening appears. Take the speeder through the opening.

CALL THE PROS FOR POWER TIPS

POWER SURGE
FAST FACTS

Q: In Mortal Kombat II, can I morph into Sonja or Kano?

A: Nope. Can't do it.

Q: What does Noob Saibot mean in MK II?

A: It comes from the names of the programmers, Ed Boon and John Tobias. (Boon Tobias)

Q: How do you fly in The Death and Return of Superman?

A: Jump, then press the Jump Button again while you're in the air.

Q: Can you choose which character you want to be in The Death and Return of Superman?

A: No. The character you control is determined by which stage you're in.

WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

CALL: (206) 885-7529

Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time. If you've reached only a busy signal when you've called before, now's the time to try calling again. To answer your questions more quickly, we've added a special voice response unit to handle frequently-asked questions. And look for on-line answers, coming soon to a computer subscriber service near you!

THE Power Players' AREN

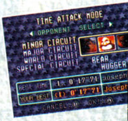
PRO VS PLAYER SUPER PUNCH-OUT!!

Here is a challenge for all of you boxing fans. Joe, a Nintendo Game Counselor, has been playing Super Punch-Out!! and he's come up with a few winning times that he thinks might be unbeatable. It's time to put on your boxing gloves and see if you can do better than Joe. We'll give Power Stamps to the top five entries that beat Joe's times. Good Luck!

GABBY JAY : 6" 64

BEAR HUGGER : 17" 71

Mr. SANDMAN : 19"50


TIME ATTACK MODE
◀ OPPONENT SELECT ▶
MINOR CIRCUIT
MAJOR CIRCUIT
WORLD CIRCUIT
SPECIAL CIRCUIT
BEAR HUGGER
BEST TIME
YOUR BEST
CANCEL:Ⓑ OK:Ⓐ

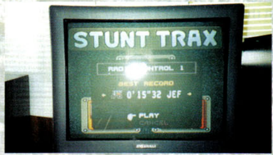
BEST TIME	1. 0'17"71	Joseph
YOUR BEST	(1) 0'17"71	Joseph

BONUS 23640
8080
TIME 0'06"47
VS
2

You'll need to think fast if you want to beat these times.

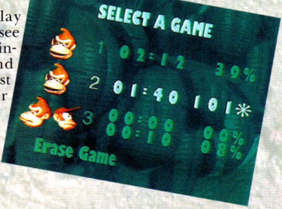
PLAYER VS PLAYER STUNT RACE FX

Jeff and Stan Fry of Ashland, OH, have come up with a Stunt Race FX challenge for the rest of you to beat. On the Stunt Trax, see how fast you can clear the Radio Control 1 track. It took these guys a record 15.32 seconds! Until we get a better time, Jeff and Stan Fry are the top Stunt Racers. Congrats, guys!


STUNT TRAX
RADIO CONTROL 1
BEST RECORD
0'15"32 JEF
PLAY
CANCEL

POWER CHALLENGE DONKEY KONG COUNTRY

You've had two months to play Donkey Kong Country, so lets see how good you are. Have you finished the game? Did you find 101% of the areas? See how fast you can finish the game after finding all of the hidden areas.


SELECT A GAME
1 02:12 39%
2 01:40 101*
3 00:00 0%
00:10 08%
Erase Game

If you can't find all of the areas, check out the Donkey Kong Country Player's Guide.

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your Challenge or entry for one of our challenges. All entries to the Challenges printed in this issue must be received no later than February 20, 1995 to qualify for the Power Stamp prizes. The players that best meet the challenge will receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Scores printed are determined by the Nintendo Power Staff.

THIS MONTH'S WINNERS FOR:

PANTS ON FIRE

Remember that using any game enhancement devices disqualifies your entry from all of the challenges, and immediately qualifies it for the highly coveted Pants on Fire award! Hey, if you want to win, you have to do the work yourself.

UNKNOWN GAMER

Here are a couple of great scores from a couple of great players, but, unfortunately, they won't be receiving any Power Stamps. The photos are great, the scores are great, but the players forgot to include their names and addresses on the back of the photos! Sorry guys --better luck next time.

HOW TO TAKE A GOOD PHOTO

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, taking good photos of your television screen can be tricky. If you are taking a photo of a Super NES or NES game, first move your system near your television so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get a winning score, quit cheating and try again without it.

Oops!
Steven Abshire
Pasadena, TX

Good Photo!
Ben Miller
Honor, MI

POWER CHALLENGE

KEN GRIFFEY JR. PRESENTS MLB

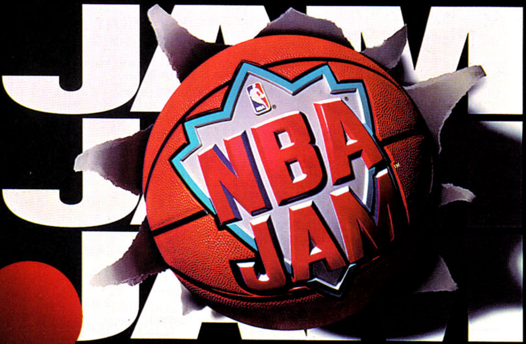
Most home runs in a season.

Bernard Fagan Middletown, RI	193
Ken Walker Derry, NH	95
Vinny Lucas Sacramento, CA	75
Todd Sorenson Superior, WI	70
Henri Northern Millington, MI	65
Keven Wisch Hackettstown, NJ	63
Trey Sharman Savannah, GA	59
Casey Stec Downers Grove, IL	54
Christopher Shrake Taylor Ridge, IL	53
Davey Meyer Phoenix, AZ	52

SUPER METROID

Fastest finishing times.

Brad Jackson Prairie Village, KS	:51
Douglas Szperka Philidelphia, PA	:58
Brian Dobble Lisbon Falls, ME	:58
Robert Lindsey Houston, TX	:59
Nathan Green Oak Grove, MD	1:02
Shawn Conn Jeffersonville, IN	1:02
Jamison Vandal Pawtucket, RI	1:05
John Mackenzie Rollingstone, MN	1:05
Jason Steffen Fruit Heights, UT	1:06
Steven Farrier Bellevue, WA	1:07

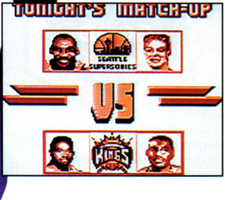


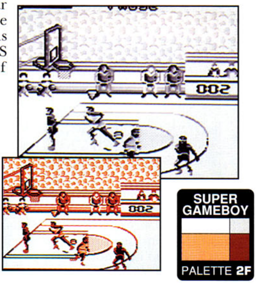
It's an all-out two-on-two tournament, and all of the best players in the NBA are coming to play. The rules are gone and the game is rough, but the best players can take it. When the game gets going, the NBA is jamming!

© 1993 Midway © 1994 Acclaim Entertainment, Inc. © 1994 NBA Properties, Inc.

THE JAM IS ON!

NBA Jam was one of last year's hottest sports games, so it's no wonder Acclaim has brought it to the Game Boy! All the teams in the NBA are represented in this awesome jamfest, even if some of the leagues best players couldn't make it. The graphics and play are good, but this game could have really been improved with the help of the Super Game Boy. The play control can be difficult to learn because you need to use the Start Button for your Turbo, but with practice you'll catch on quickly. As with the original Super NES game, the codes are some of the more popular features.



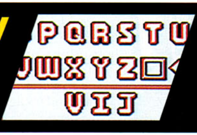


This game doesn't take advantage of the Super Game Boy, so you'll need to make up your own palette and boarder.

THE CODES TO KNOW

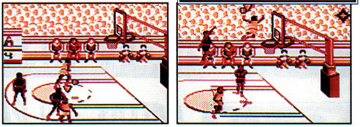
SECRET PLAYER

When you begin a new game, go to the screen where you enter your initials. Enter the initials V and I, place the cursor on the letter J, then press Right, A and B at the same time. The initials VIK will be entered and you'll find a secret character!



CPU . . .

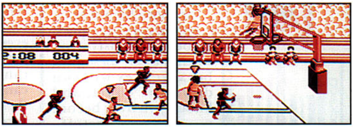
Turning on the CPU Assistance will let the computer control your teammate. This is a good option to use if you're just learning to play. The computer will shoot and block whenever it can, letting you practice your own playing. You can also turn on the Tag Mode. You will switch players whenever the ball changes hands. This is a good option if you tend to dominate the game anyway.



Check out the Tag Mode if you're the kind of player that demands to be in control.

. . .OR NOT CPU

When you play, you can also choose to turn the CPU Assistance off. If you do this, the computer will not control your teammate. It can be difficult to win if you play this way, so be sure to practice before you try this game option. You can also change your opponent's skill level if you're having trouble beating them or need some extra challenge.



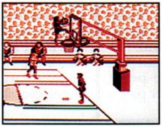
When you play without the CPU you won't get any help from your partner unless you ask for it.

TURBO POWER

You can improve your chances of winning when you take advantage of your Turbo Button. The bar at the top of the screen represents your turbo power, whenever you press the Select Button you can boost your skills until the turbo bar runs out.

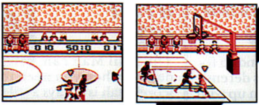
THE SLAM

If you have the Turbo Button pressed when you shoot near the basket, you can pull off a mondo dunk! The longer you have the Turbo on, the better the dunk. The players with the best dunking ability tend to have the coolest moves.



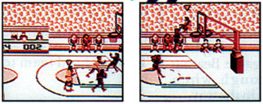
THE PASS

Press the Turbo Button when you pass and you can rocket the ball past the other players. Use this when the other team has a strong defense or you're running out of time in the game.



THE BLOCK & PUNCH

Does the other team keep scoring on you? Then shove them out of the way. There aren't any fouls in this game, so use your Turbo power to knock some heads together!



THE CODES TO KNOW

POWERED-UP DEFENSE

Choose your favorite team and enter your password. When the Tonight's Match-Up screen appears, tap any Button five times while holding Up on the Control Pad.

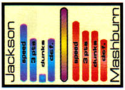
POWER UP
DEFENSE

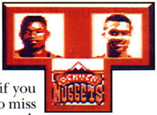
So you know basketball inside-out. Well things are a different when you play a two-on-two tourney. You'll find that the best teams tend to be the teams with the biggest stars. While the name of the game is NBA JAM, you may find you'll score better with a three-point shooter or win more often with a defensive team. Find the team that best fits your playing style and get jamming!

WESTERN • MIDWEST

DALLAS MAVERICKS

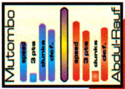
The Dallas Mavericks are not a high-scoring team, but they are very quick. It can be very frustrating when you play these guys, because they will run down the court, and knock you over before you can get your shot off.

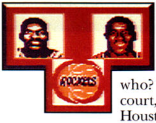




DENVER NUGGETS

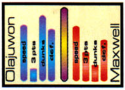
One guy can dunk, the other can hit three-point shots, but if you mix them up, you're going to miss every time. Use Mutombo for stealing and dunking the ball. If you can get Abdul-Rauf hot, you can hit three-point shots like there is no tomorrow. Denver is really underrated in this game.





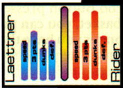
HOUSTON ROCKETS

Maxwell? Maxwell, who? With Olajuwon on the court, most people outside of Houston forget that Maxwell is even on the team. Olajuwon has the speed and power to dunk the ball every single time, but if you're a three-point shooter you better pick a different team.



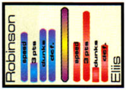
MINNESOTA TIMBERWOLVES

If you're a Timberwolves fan, you may do better to play as Rider than Laettner. While Laettner is a well-rounded player, you'll have more fun with Rider's speed and dunking ability. Neither player can hit three-point shots.



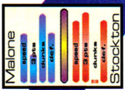
SAN ANTONIO SPURS

Robinson is known for his dunking and his defense. When you back him up with Ellis's three-point shot, you've got a team that's tough to beat! San Antonio is a great team to play as if you're just learning how to play this game. Beating them is tough when Robinson is in the way.



UTAH JAZZ

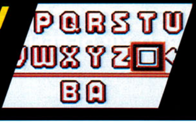
The Mail Man can deliver when you need to score! Utah is always a wild card. It you can block Malone's shots (unlikely), you still have to get past Stockton's defense (nearly impossible). This is a hard team to beat.



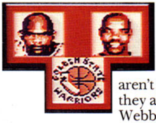
THE CODES TO KNOW

SECRET PLAYER

When you begin a new game, go to the screen where you enter your initials. Enter the initials B and A, place the cursor on the blank square, then press Up, A and B at the same time. The initials BAT will be entered and you'll find a secret character!

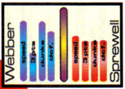


WESTERN • PACIFIC



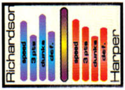
GOLDEN STATE WARRIORS

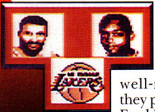
The Golden State Warriors aren't known for power as a team, but they are showing some in this game. Webber is the fastest slam dunker in the game. He'll steal the ball, turbo down the court, then smash it for a quick two-points! Sprewell does a good job at backing him up when the Warriors need a few quick points for the win.



LOS ANGELES CLIPPERS

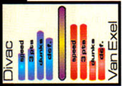
The LA Clippers are surprisingly good this time around. Richardson is one of the best all-around players in the game. He is a scoring threat from anywhere on the court, and can outrun just about anyone. Add a well-timed burst of speed with the Turbo Button and you can't be caught!





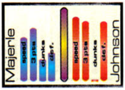
LOS ANGELES LAKERS

Divac and Van Exel are well-rounded players when they play as a team. While Van Exel is weak at dunking, he's quick and can steal the ball. When Divac gets the ball, he can dunk it with ease. The Lakers aren't the best, but they're still good.



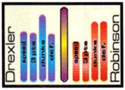
PHOENIX SUNS

It's lay-in city if you're playing with KJ. He couldn't dunk the ball if he were sitting on top of the backboard. You would think that the Suns would be easy to beat, except when you team KJ up with Majerle, you better watch out for the three-pointer. These guys can almost hit from half-court!



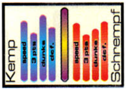
PORTLAND TRAIL BLAZERS

If you play as Portland, you sacrifice speed and defense for a better outside shot. Drexler is a great player with some awesome dunk moves and Robinson is a good back-up man. Together, these two can easily make it to the championships.



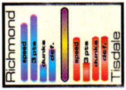
SEATTLE SUPER SONICS

Defense? Yes. Speed? Yes. Dunks? Oh, yeah! Shawn Kemp is the man when it comes to dunking. When you pair him up with the above average skills of Schrempf, you've got the team to beat. Who knows? They might actually make it all the way through the play-offs this year.



SACRAMENTO KINGS

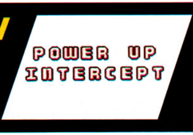
Are you afraid of scoring from the paint? The Sacramento Kings can win a game without ever getting close to the hoop. Stand outside of the three-point line and keep shooting. Richmond has one of the best three-point shots in the game. The Kings are fairly strong in the other skills, but not strong enough to make them a powerhouse team.



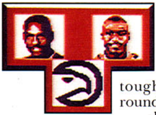
THE CODES TO KNOW

POWERED-UP INTERCEPT

Choose your favorite team and enter your password. When the Tonight's Match-Up screen appears, tap any Button 15 times while holding Right on the Control Pad.

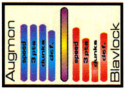

POWER UP INTERCEPT

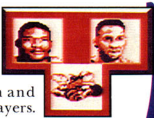
EASTERN • CENTRAL



ATLANTA HAWKS

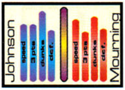
Augmon and Blavlock are tough to beat. Augmon is a well-rounded player, with above average abilities in all of the skill areas. He can shoot, he can run and he can steal! Blavlock is a strong player, but he is missing the dunking skills. He is quick and can steal the ball, making him a good partner.

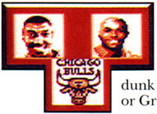




CHARLOTTE HORNETS

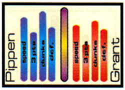
Charlotte is by far the best team in the East. Johnson and Mourning are both great players. Johnson is a little better at the dunking game, but Mourning has the advantage when it come to defense and speed. Want to beat this game? This team is a good one to pick.





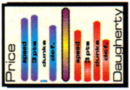
CHICAGO BULLS

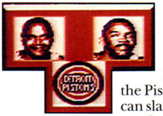
Chicago is definitely a slam dunk team! You can play as Pippen or Grant and still dunk well. Both players are above average in their defensive skills, but Pippen has the advantage when it comes to speed and three point shots. Beginning players should be able to dominate with this team.



CLEVELAND CAVALIERS

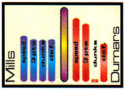
If you want speed and defense, play with Price. If you want to score, take Daugherty instead. Taking this team to the championship is a real challenge.





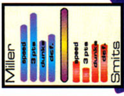
DETROIT PISTONS

Mills is the scoring player on the Pistons. Get him the ball and he can slam it down for two, or shoot it from the outside for three. If you like playing as Dumars you'd better shoot from the outside. Although he's fast, he's one of the worst slam dunkers in the league.



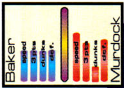
INDIANA PACERS

The Indiana Pacers are lucky that the Bucks are in this league, or they would be the worst in the East! If you're going to play with this team, run down court with Miller and shoot for the three.



MILWAUKEE BUCKS

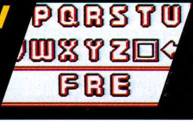
Ouch! This is not the team of choice if you are just learning this game. Baker is below average in all of his skills, and Murdock's only strength is his speed. Neither character is able to dunk the ball, so stick to the jump shot if you want to win. If you can win the championship with this team, you deserve some respect.



THE CODES TO KNOW

SECRET PLAYER

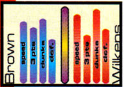
When you begin a new game, go to the screen where you enter your initials. Enter the initials F and R, place the cursor on the letter E, then press Left and B at the same time. The initials FRD will be entered and you'll find a secret character!



EASTERN • ATLANTIC

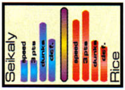
BOSTON CELTICS

Brown is the Celtic of choice if you like to sink the three point shot, but Wilkens is the better slam dunk shooter. Boston has a fairly strong defense, but you wouldn't want to depend on it. Try to score early in the game, then hold your lead.



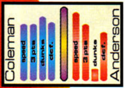
MIAMI HEAT

The Miami Heat can be a tough team to win with, unless you're a good player. Seikaly is good at the dunks and the defense, but moves like a snail. Rice is fast, but can only hit from the outside. Your best bet is to use Seikaly to steal the ball, pass it to Rice then let him shoot the three pointers.

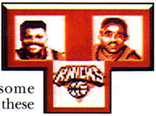


NEW JERSEY NETS

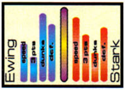
This is a team for players that play alone. Coleman is an awesome player with great all-around power, while Anderson is good at defense. Whatever you do, don't let Anderson dunk, he'll miss it every time!



NEW YORK KNICKS

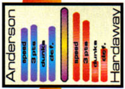


When Ewing and Stark take to the court, get ready for some heavy D! Nothing can get past these guys when it comes to defense, so their opponents have trouble scoring. If you want some dunk action, pass the ball to Ewing. That man can fly all the way to the net.



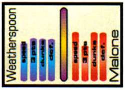
ORLANDO MAGIC

Great speed and a strong three-point shot are what Anderson and Hardaway give the Magic. Heat things up, then shoot as many three-pointers as possible. Sorry, no Shaq.



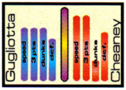
PHILADELPHIA 76'ERS

While Weatherspoon and Malone aren't the fastest guys on the court, they are well rounded in their skills. You'll need to take advantage of your Turbo Button if you plan on taking this team to the top. Look at your opponent's skill levels and try to take advantage of their weak points.



WASHINGTON BULLETS

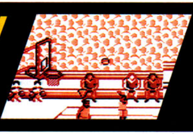
Gugliotta and Cheaney make an above average team for the Washington Bullets. Both players are fairly good scorers and have the speed to get around the court, but they both lack in defensive skills. If you're playing against them, drive for the net!



THE CODES TO KNOW

SHOT % DISPLAY

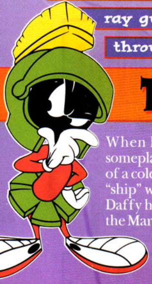
Choose your favorite team and enter your password. When the Tonight's Match-Up screen appears, tap any Button three times, then hold Up and B until the game begins.



DUCKS IN SPACE

Daffy Duck
THE MARVIN MISSIONS

What a despicable predicament! Daffy Duck, aka Duck Rogers, is off for outer space and a battle with Marvin the Martian. Armed with a ray gun and equipped with a back pack, Daffy will fight through four galactic stages in his quest to save the earthlings.



THIS ISN'T PISMO BEACH!

When Daffy heard that a ship was heading someplace hot, he thought he'd found a way out of a cold winter. But poor Daffy didn't know the "ship" was a space ship—headed for Mars! Now, Daffy has to defeat the short but spunky Marvin the Martian—or never see Earth again!

Daffy Duck
THE MARVIN MISSIONS
PRESS START
PRESS SELECT FOR PASSWORD

Use the passwords the game gives you to move on to higher levels.

SUPER GAME BOY

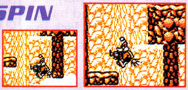
DOWN TO BUSINESS

Daffy has to fend off Marvin's troops and get through some tight places, but he's equipped to do the job!

MOVES

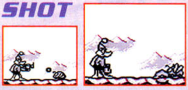
TAIL SPIN

Use short, quick bursts of Daffy's jet pack to get out of tough spots.



DUCK SHOT

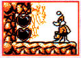
A few quick shots from Daffy's blaster can take care of most enemies.



ITEMS

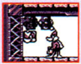
HEARTS

Find hidden hearts along the way to keep Daffy quacking.



1-UPS

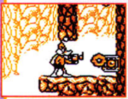
Sometimes, taking the long way can earn you an extra life!

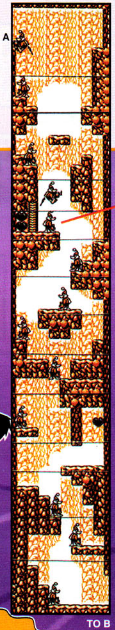


LIFE
SCORE
JET

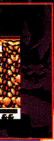
OPEN UP!

Destroy the motor a few platforms down, then come back up for a couple of hearts.





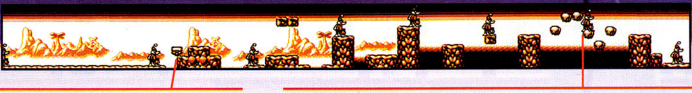
STAGE ONE



Daffy begins his quest at the edge of Marvin's fortress. The surface of Mars is riddled with lots of pitfalls and, to top it off, Marvin's oversized pooch is hounding poor Daffy.

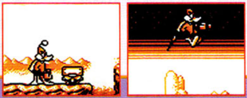
START

TO A



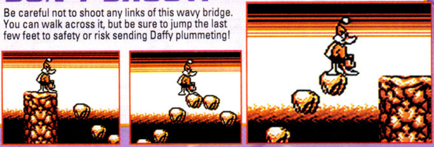
PUSH START

When you come to this push cart, jump over it then shoot it to the left. After backing up a little, hop on and make a well-timed jump to send Daffy flying.



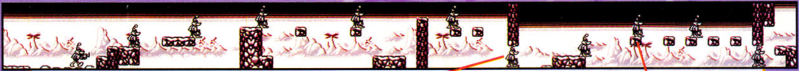
DON'T SHOOT!

Be careful not to shoot any links of this wavy bridge. You can walk across it, but be sure to jump the last few feet to safety or risk sending Daffy plummeting!



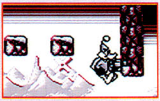
B

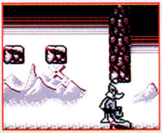
TO C



TIGHT SQUEEZE

When you get to this tight spot, step off the last rock and land in the narrow opening with a flick of Daffy's tail.

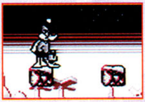


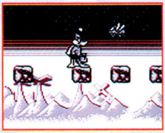


When Daffy's fallen just below the opening, give a burst to the right.

BUG OUT

Watch for a dive-bombing bug on this lonely crossing. Don't let him break your concentration and send you falling.

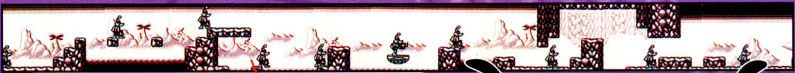




This bug will hover for a few seconds, then attack. Be ready!

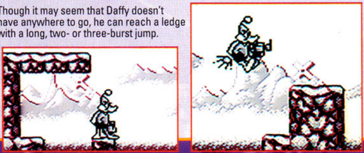
C

END



LEAP OF FAITH

Though it may seem that Daffy doesn't have anywhere to go, he can reach a ledge with a long, two- or three-burst jump.



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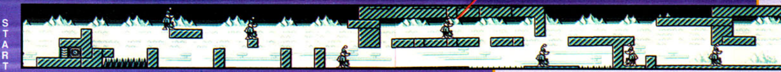
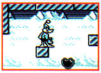
STAGE TWO

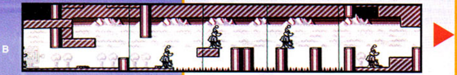
After a tough battle with Marvin, Daffy now has to negotiate the spiky corridors of an underground lair. He'll have to come up with some pretty ducky moves to make it through the stage, then face an oversized Martian goon!

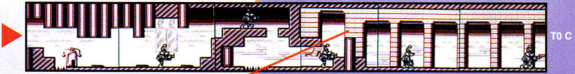


HAVE A HEART

This heart is tempting, but what about the spikes? If you drop off the ledge and jump at the last minute, you can pick up some valuable life and still make it over unscathed.

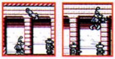


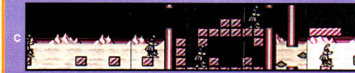


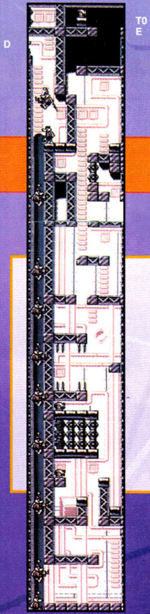


AMBUSH!

After getting by the shooting robots, you'll be attacked by a swarm of Marvin's clan.

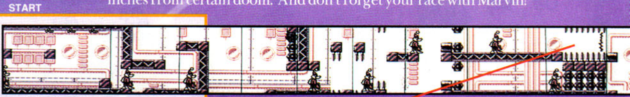






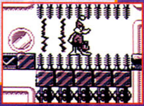
STAGE THREE

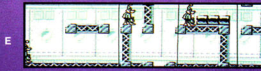
Stage Three has some of the trickiest terrain yet. If you aren't blasting a path through a stack of barrels, you'll be leaping from one narrow girder to the next, inches from certain doom. And don't forget your race with Marvin!

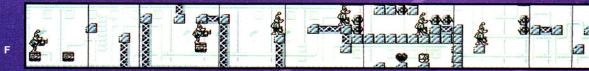


SHOCKING!

What a re-Volt-in' situation! Daffy has to walk carefully to avoid being zapped by a bolt of electricity. And once you're through, be ready to avoid cannon fire.

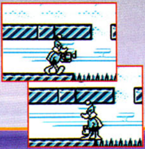


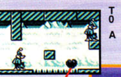


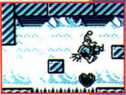


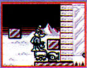
SHIP AHOY

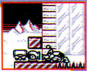
Walk to the bed of spikes and lure the space ship lurking overhead out of position, then take the upper platform to avoid getting sore flippers.





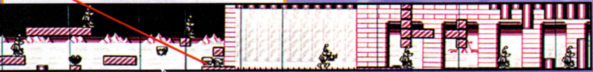






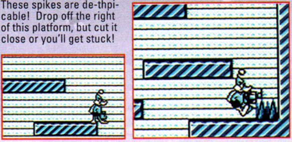
SCOOT

There's no jumping over these spikes. Instead, go face to face with this cannon and blow it away. Then free up the push cart, jump on board, and ride to safety in style!



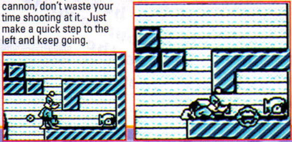
HIDDEN SPIKES

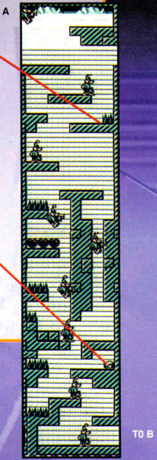
These spikes are de-thpicable! Drop off the right of this platform, but cut it close or you'll get stuck!

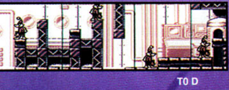


SKIP IT

When you drop in on this cannon, don't waste your time shooting at it. Just make a quick step to the left and keep going.

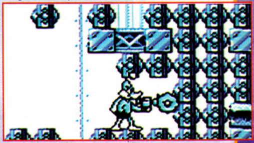


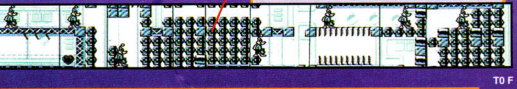




BARREL BLAST

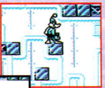
Shoot Daffy a path through these barrels, but be careful not to shoot the ones you need to walk on to get to safety.

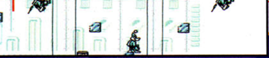


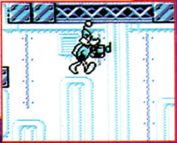


TRIPLE JUMP

To get to the next girder, use three quick bursts of Daffy's blaster to make it safely. But be quick to jump again!

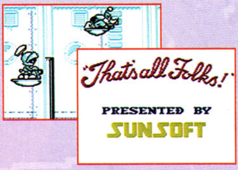






WHAT'S LEFT

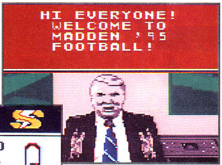
Now that you've got the hang of the Martian ways, you're ready to tackle the next levels. Daffy will need to summon all of his mallard powers to make it past the hordes of robots, bugs and many other surprises he'll have to face. All this trouble has put Daffy in a "fowl" mood, and he wants to get back home to take a real vacation. But to do that, Daffy's going to have to meet Marvin in a final battle for freedom!



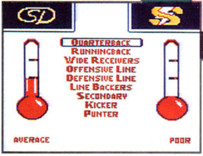
MADDEN 95

TAKE IT TO THE FIELD WITH YOUR GAME BOY!

The undisputed master of football color commentary is back, and this year he's bringing his game to the Game Boy. Pick your favorite team, put on your pads, then take to the gridiron with Madden 95!


HI EVERYONE!
WELCOME TO
MADDEN '95
FOOTBALL!

The rules of Pro Football have changed this year so be ready to adjust your game plan. The two-point conversion can make or break your game!


QUARTERBACK
RUNNINGBACK
WIDE RECEIVERS
OFFENSIVE LINE
DEFENSIVE LINE
LINE BACKERS
SECONDARY
KICKER
PUNTER

AVERAGE
POOR

If you're not sure how well your team plays, compare your players against the other team before the game starts.

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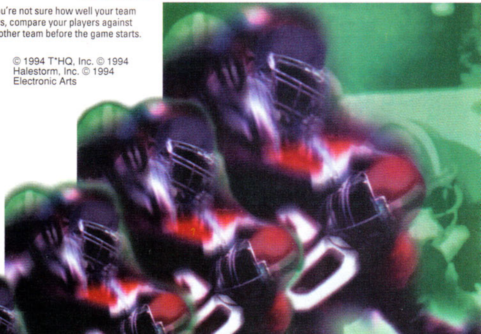
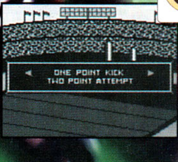
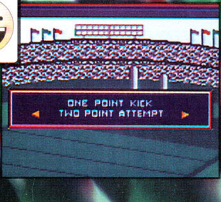


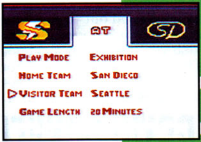
SUPER GAME BOY


ONE POINT KICK
TWO POINT ATTEMPT


ONE POINT KICK
TWO POINT ATTEMPT

A TEAM PLAYER

Madden 95 has a football team for just about any football fan. There are 28 teams in the regular league. Each team has different strengths and weaknesses, allowing players to pick teams that match their gaming skills. There are also several special teams that you can use for exhibition games. There are 38 classic championship teams, each with the skills that took them all the way to the top, and 14 all-star teams made up of the best players from the history of football!



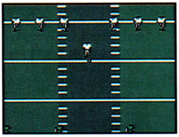
PLAY MODE EXHIBITION
HOME TEAM SAN DIEGO
▷VISITOR TEAM SEATTLE
GAME LENGTH 20 MINUTES

FIRST QUARTER KICKOFF

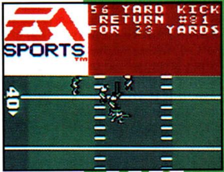
You can't begin the game without a kickoff, but before you kick the ball there's the coin toss. Call the toss while the coin is in the air and hope that you win. The winner decides whether his team kicks or receives the ball.

SAN DIEGO CAPTAIN CALLS IT IN THE AIR.

After the coin has been tossed, the winning team can choose whether to kick the ball or to receive the kick.



Set the power and the direction of the kick and then let it rip! Try to trap the kick returner in the corner.

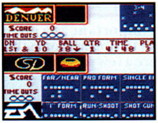


56 YARD KICK RETURN #81 FOR 23 YARDS

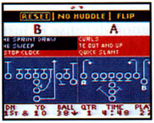
Try to get as many yards as possible on your kick return. If you get good field position early, you can score right away! Nothing feels better to a football player than being in the lead—except for winning!

OPENING DRIVE

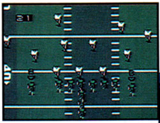
This is your chance to show the world—or at least your opponent—what you've got. After all of that practicing and training you're ready to take the fight to the gridiron. Set your game plan and hike the ball!


DENVER
SCORE 0
TIME OUTS
DN YD BALL QTR TIME
1ST & 10 38 1 4:48
SCORE 0
TIME OUTS
FAR/NEAR
PRO FORM
SINGLE
I FORM
RUN-SHOOT
SHOT GUN

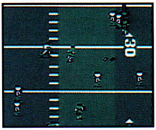
First pick a play formation that fits your style of play. Are you a passing team or a running team?


RESET | NO HUDDLE | FLIP
B
A
HB SPRINT DRAW
HB SWEEP
STOP CLOCK
CURLS
TE OUT AND UP
QUICK SLANT
DN YD BALL QTR TIME
1ST & 10 38 1 4:48

Pick a play that will give you good yardage. Remember that you don't have to score on every play.



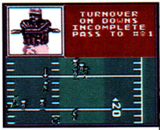
When the teams line up, you'll have a few seconds to call an audible to change your play.



If you see an open receiver downfield, press the button indicated for that receiver.

FIRST DOWN! PASS TO #81 FOR 15 YARDS

Nothing beats a good play, but don't overuse it. Try to mix your plays up so the defense doesn't catch on.



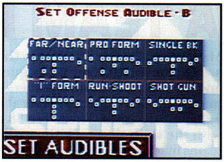
TURNOVER ON DOWNS INCOMPLETE PASS TO #81

You get four downs to move the ball upfield ten yards. If you fail, you're out of there!

AT THE END OF THE FIRST QUARTER, SAN DIEGO LEADS SEATTLE

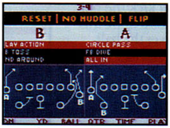
SECOND QUARTER

Now that you've tried out your game plan, you may find that it isn't working as well as you'd hoped. Make sure that you set a few good audible plays that you can call on short notice. Picking plays that are completely different from the plays you normally use will catch the defense off guard and help you score. Use your defensive audibles to adjust your line and surprise the offense with a quick blitz!

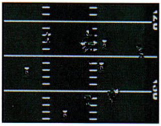

SET OFFENSE AUDIBLE - B
FAR/NEAR
PRO FORM
SINGLE BK
"I" FORM
RUN-SHOOT
SHOT GUN
SET AUDIBLES

3RD DOWN CONVERSION

Your team faces third down and you need major yardage to get a first down. If there's a play you've mastered, use it. Most players would use a passing play in this situation, but if you have a good Halfback use a running play and throw off the defense.


3-4
RESET | NO HUDDLE | FLIP
B
A
LAY ACTION
B TOSS
ND AROUND
CIRCLE PASS
FB DIVE
ALL IN

Pick a play you're familiar with when it's third down.



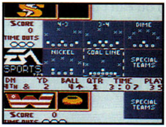
Make sure you pick a play that matches your team's strengths.

FIRST DOWN PASS TO #8 FOR 11 YARD

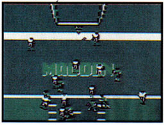
If you make the play, you're on the way to the end zone!

4TH DOWN

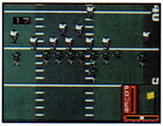
Nobody likes to face a fourth down, but it's important to know what to do if you have to. If you think you can make the yardage for a first down then go for it, but if you don't feel confident try for a field goal or punt the ball away.


SCORE 0
TIME OUTS
4-3
3-4
DIME
NICKEL
GOAL LINE
SPECIAL TEAMS
EA SPORTS
DN 4TH &
YD 2
BALL 4
QTR 1
TIME 3:07
SPECIAL TEAMS
SCORE 0

Fourth down and inches — the perfect time to use the Quarterback Sneak.



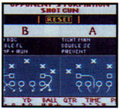
If you are close enough to the end zone, try to score with a field goal.



If all else fails, punt the ball away and try again next time.

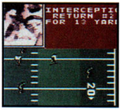
DEFENSE

While a good defense in just as important as a good offense, it doesn't seem as difficult to stop a play in this game as it does to make one. Here are a few pointers.


SHOT GUN
RESET
B
A
TIGHT MAN
DOUBLE SC
PREVENT
YD BALL QTR TIME

Calling the right play is key for good defense, so wait until the offense is set.

If you break past the offensive line, jump at the QB and sack him for a loss!

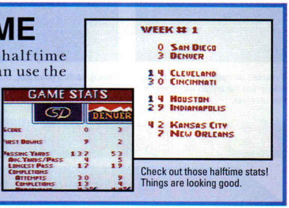


INTERCEPTI RETURN #2 FOR 13 YARI

Interceptions are harder to get, but can really turn the game around.

HALFTIME

There isn't any halftime show, but you can use the break to see how your team is faring. You can also substitute your Quarterback or Halfbacks for fresh players.



WEEK # 1

0 SAN DIEGO
3 DENVER

14 CLEVELAND
30 CINCINNATI

14 HOUSTON
29 INDIANAPOLIS

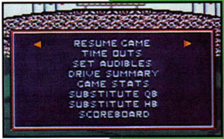
42 KANSAS CITY
7 NEW ORLEANS

GAME STATS

	SD	DENVER
SCORE	0	3
FIRST DOWNS	9	2
PASSING YARDS	137	53
AVG. YARDS/PASS	4	5
LONGEST PASS	17	19
COMPLETIONS		
ATTEMPTS	30	9
COMPLETIONS	13	4

Check out those halftime stats! Things are looking good.

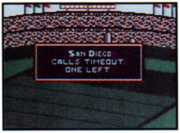
THIRD QUARTER


RESUME GAME
TIME OUTS
SET AUDIBLES
DRIVE SUMMARY
GAME STATS
SUBSTITUTE QB
SUBSTITUTE HB
SCOREBOARD

Half-time is the perfect time for you to readjust your game plan. Look at the stats, see how your team is doing, then make a few changes to your team. If you're having trouble running, think about using a few passing plays, or vice versa. When the third quarter begins, change your audible plays accordingly. That way you can throw off your opponent by calling a play he doesn't expect!

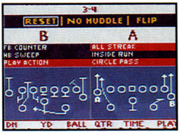
TIME TO SCORE

It's deep into the third quarter and time is running out. You better score now, while you have the opportunity. His defense is likely to get tougher in the fourth quarter, making it difficult for your team to score.

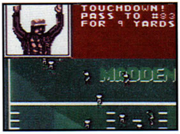


SAN DIEGO CALLS TIMEOUT. ONE LEFT

Time is running out and we're not ready—better call a time-out.

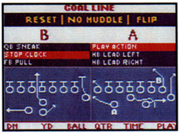

3-4
RESET | NO HUDDLE | FLIP
B
A
FB COUNTER
HB SWEEP
PLAY ACTION
ALL STREAK
INSIDE RUN
CIRCLE PASS
DN YD BALL QTR TIME PLAY

Call for the Play Action Fake and hope for the best.

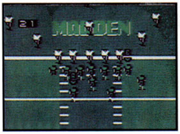


TOUCHDOWN! PASS TO #83 FOR 9 YARDS

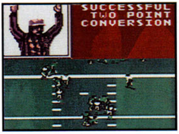
Spot the open receiver and let the ball fly. What a catch!


GOAL LINE
RESET | NO HUDDLE | FLIP
B
A
QB SNEAK
STOP CLOCK
FB PULL
PLAY ACTION
HB LEAD LEFT
HB LEAD RIGHT
DN YD BALL QTR TIME PLAY

If you think you can score, try for the two point conversion.



You only need to move the ball a few yards, but it won't be easy.

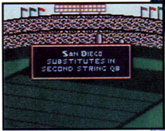


SUCCESSFUL TWO POINT CONVERSION

With a quick pitch out to the Half-Back you score the extra points!

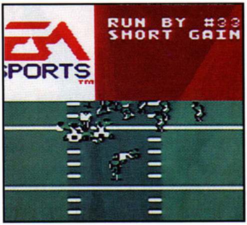
FOURTH QUARTER

Watch the clock when the fourth quarter rolls around. If you're ahead, you'll want to take your time between plays and don't let the other team get a hold of the ball. If you're behind, it's time to pull out all the stops; you don't earn championships by almost winning. Try to convert on fourth down and go for the extra points after a touchdown.



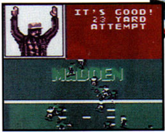
SAN DIEGO SUBSTITUTES IN SECOND STRING QB

The defense read the play and stopped you short of a first down.



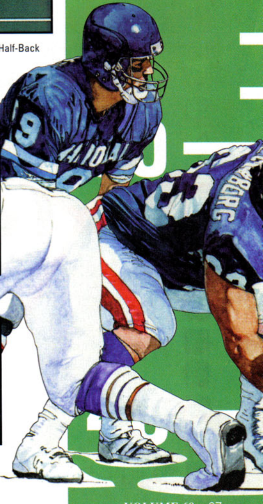
RUN BY #33 SHORT GAIN

The Quarterback is tired, so it might be a good idea to bring in the second string QB. He's well rested and able to do the job.



IT'S GOOD! 23 YARD ATTEMPT

The Kicker gets the job done with seconds to spare. Victory is ours!



GRAND PRIZE

ENTER A NEW DIMENSION WITH YOUR OWN

STARGATE GLIDER!

Win a Glider actually used by King Ra's Horus guards in the filming of StarGate!

Play the role of JackO'Neil in Super NES StarGate from

Acclaim entertainment, inc.

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PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Which three games on the list are you most interested in playing?

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male
2. Female

F. What is your favorite bonus in the January Bonus Issue?

1. The Killer Instinct Trading Cards
2. The glow-in-the-dark cover
3. The T-Shirt Iron-on
4. Top Games of 1994 feature
5. Coming Up in 1995 feature
6. I didn't get the Bonus Issue because I'm not a subscriber.

G. Which January Bonus Issue is your favorite?

1. This year's Bonus Issue (Volume 68)
2. Last year's Bonus Issue (Volume 56)
3. The January 1993 Bonus Issue (Volume 44)
4. I didn't get the Bonus Issue because I'm not a subscriber.

H. Do you own Donkey Kong Country?

1. Yes
2. No

I. Do you own a Super Game Boy?

1. Yes
2. No

Trivia Question: What is Batman's real name?

Answers to the Player's Poll - Volume 68

Name ____________________ Tel. ____________

Address ____________________

City ____________ State/Prov. ____________ Zip/Postal ____________

Membership Number ____________ Age ____________

A. Indicate numbers from 1-132 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

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C. Indicate numbers 1-172 (from the list on the back of the card) 1.____ 2.____ 3.____

D. 1 2 3 4 5 6

E. 1 2

F. 1 2 3 4 5 6

G. 1 2 3 4

H. 1 2

I. 1 2

Trivia Answer ____________________

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Super NES

1. ACME Animation Factory
2. Addams Family Values
3. The Adventures of Batman & Robin
4. Aero the Acrobat 2
5. Aero Fighter
6. Air Strike Patrol
7. Al Unser's Road to the Top
8. Animaniacs
9. Ardy Lightfoot
10. Ballz
11. BattleTech
12. Beavis & Butt-Head
13. Biker Mice From Mars
14. Blackthorne
15. Brain Lord
16. Brainies
17. Breath of Fire
18. Brett Hull Hockey '95
19. Brutal: Paws of Fury
20. Cannondale Cup
21. Civilization
22. C2 Judgment Clay
23. Demon's Crest
24. Disney's Aladdin
25. Disney's Jungle Book
26. Donkey Kong Country
27. Dragon View
28. Earthworm Jim
29. ESPN Sunday Night NFL
30. F-Zero
31. FIFA International Soccer
32. Final Fantasy II
33. Final Fantasy III
34. Fire Team Rogue
35. Frankenstein
36. The Great Circus Mystery Starring Mickey & Minnie
37. Home Improvement
38. Illusion of Gaia
39. The Incredible Hulk
40. Indiana Jones' Greatest Adventures
41. Jammit!
42. Juggernauts
43. Jurassic Park
44. Jurassic Park 2
45. Ken Griffey Jr. Presents MLB
46. Kid Klown in Crazy Chase
47. Kirby's Dream Course
48. Knights of Justice
49. The Legend of Zelda: A Link to the Past
50. Lemmings 2
51. The Lion King
52. Looney Tunes Basketball
53. Madden's NFL '94
54. Madden's NFL '95
55. Mario Andretti Racing
56. Mario Paint
57. Mega Man X
58. Mega Man X2
59. Metal Morph
60. Michael Andretti's Indy Car Challenge
61. Michael Jordan: Chaos in the Windy City
62. Mickey Mania
63. Might & Magic III: Isles of Terra
64. The Mighty Morphin Power Rangers
65. Mortal Kombat
66. NBA Jam
67. NBA Live '95
68. NCAA Basketball
69. NCAA Final Four Basketball
70. NCAA Football
71. Newman-Haas Indy Car Racing Featuring Nigel Mansell
72. NHL Hockey '94
73. NHL '95
74. NHL Stanley Cup
75. Nickelodeon Guts
76. Pac In Time
77. Pac-Man 2
78. The Pagemaster
79. Pieces
80. Pitfall: The Mayan Adventure
81. Power Instinct
82. Radical Rex
83. Ren & Stimpy: Time Warp
84. Rise of the Phoenix
85. Rise of the Robots
86. Robotrek
87. Samurai Shodown
88. seaQuest DSV
89. Secret of Mana
90. Sengoku
91. The Shadow
92. Shaq Fu
93. SimCity
94. Sparkster
95. Spider-Man & Venom in Maximum Carnage
96. Star Fox
97. Star Trek: Deep Space Nine
98. Star Trek: Star Fleet Academy
99. Stone Protectors
100. Street Fighter II Turbo
101. Street Hockey '95
102. Street Racer
103. Stunt Race FX
104. Super Adventure Island II
105. Super Bomberman 2
106. Super Bonk
107. Super Mario All-Stars
108. Super Mario Kart
109. Super Mario World
110. Super Metroid
111. Super Punch-Out!!
112. Super Return of the Jedi
113. Super Street Fighter II
114. Tarzan
115. Tecmo Super Bowl
116. Tetris & Dr. Mario
117. Tetris 2
118. Tin Star
119. Tiny Toons Wacky Sports
120. TNN Bass Tournament
121. Top Gear 3000
122. Top Gear 2
123. Ultima VII: The Black Gate
124. Uncharted Waters—New Horizons
125. Uniracers
126. Vortex
127. Wario's Woods
128. Wild Snake
129. Wolverine
130. WWF Raw
131. X-Men: Mutant Apocalypse
132. Zero: The Kamikaze Squirrel

Game Boy

133. Alien Games
134. Bobby's World
135. Break Thru
136. Casino Funpak
137. Contra: The Alien Wars
138. Daffy Duck: The Marvin Missions
139. Desert Strike
140. Disney's Jungle Book
141. Donkey Kong
142. Donkey Kong Land
143. Dr. Mario
144. FIFA International Soccer
145. Jurassic Park
146. Kirby's Dream Land
147. Kirby's Pinball Land
148. The Legend of Zelda: Link's Awakening
149. Madden's '95
150. Mega Man V
151. Metroid II: Return of Samus
152. The Mighty Morphin Power Rangers
153. Monster Truck Rally
154. Mortal Kombat II
155. Mr. Nutz
156. NBA Jam
157. Race Days
158. Samurai Shodown
159. seaQuest DSV
160. Space Invaders
161. Star Trek: Generations
162. Super Mario Land
163. Super Mario Land 2—6 Golden Coins
164. Taz-Mania: Christmas Island Capers
165. Tetris
166. Tetris 2
167. Tiny Toons Wacky Sports
168. Wario Blast
169. Wario Land: Super Mario Land 3
170. Wild Snake
171. WWF Raw
172. Yogi's Gold Rush

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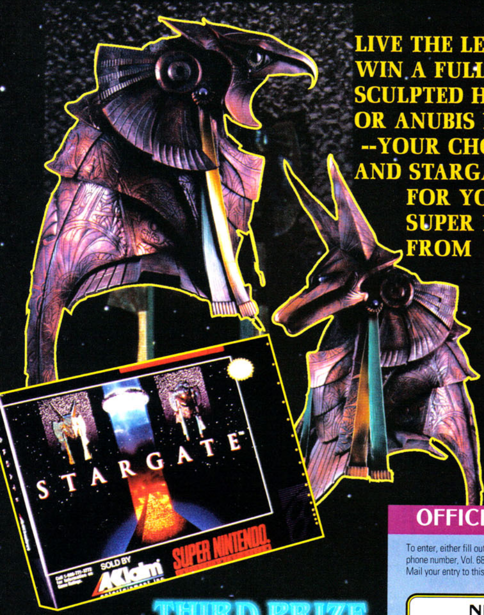

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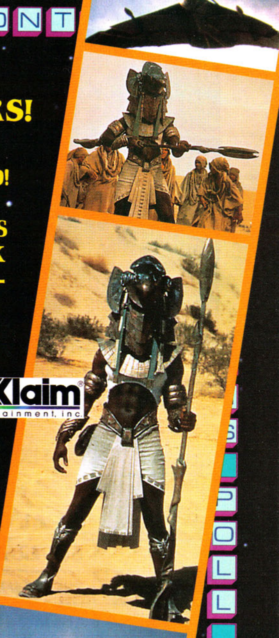
AND STARGATE
FOR YOUR
SUPER NES
FROM Acclaim entertainment, inc.



THIRD PRIZE

NINTENDO POWER T-SHIRTS

The perfect T for
time travel—don't
go through the
Gate without one!

50 WINNERS!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 68, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 68
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than February 1, 1995. We are not responsible for lost or misdirected mail.

On or about February 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after February 28, 1995, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive a model glider used in the filming of Stargate. The glider has a wingspan of 7' and is approximately 4' long. The winner must provide a written release to NOA. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

POWER CHARTS

1

2

3

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	5	3
2	MORTAL KOMBAT II	1	4
3	FINAL FANTASY III	N/A	1
4	SUPER METROID	2	9
5	THE LEGEND OF ZELDA: A LINK TO THE PAST	3	36
6	THE MIGHTY MORPHIN POWER RANGERS	8	3
7	SUPER PUNCH-OUT!!	20	2
8	SUPER STREET FIGHTER II	7	7
9	EARTHWORM JIM	16	3
10	KEN GRIFFEY JR. PRESENTS MLB	4	10
11	ILLUSION OF GAIA	N/A	2
12	NBA JAM	6	11
13	DISNEY'S ALADDIN	N/A	12
14	SUPER MARIO KART	13	26
15	SECRET OF MANA	9	14
16	THE LION KING	10	2
17	NBA LIVE '95	18	2
18	JURASSIC PARK	N/A	12
19	MEGA MAN X	11	13
20	STUNT RACE FX	14	7

GAME BOY TOP 10

VOL. 68	GAME	VOL. 67	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	21
2	DONKEY KONG	2	8
3	MORTAL KOMBAT II	12	2
4	WARIO LAND: SUPER MARIO LAND 3	3	7
5	MIGHTY MORPHIN POWER RANGERS	6	2
6	METROID II: RETURN OF SAMUS	4	37
7	SUPER MARIO LAND 2- 6 GOLDEN COINS	7	28
8	TETRIS	5	28
9	KIRBY'S DREAM LAND	9	26
10	SUPER MARIO LAND	8	37

TOP 10 QUESTS

VOL. 68	GAME	SYSTEM	RELEASE DATE
1	FINAL FANTASY III	SUPER NES	OCT. '94
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	SUPER NES	APR. '92
3	THE LEGEND OF ZELDA: LINK'S AWAKENING	GAME BOY	AUG. '93
4	ILLUSION OF GAIA	SUPER NES	SEPT. '94
5	SUPER METROID	SUPER NES	APR. '94
6	SECRET OF MANA	SUPER NES	OCT. '93
7	JURASSIC PARK	SUPER NES	NOV. '93
8	FINAL FANTASY LEGEND III	GAME BOY	AUG. '93
9	FINAL FANTASY II	SUPER NES	NOV. '91
10	BREATH OF FIRE	SUPER NES	AUG. '94

MOST WANTED

Here is the Most Wanted list from the Pros around Nintendo. Vote for your Most Wanted games by sending in this month's Player's Poll card.

1. DONKEY KONG COUNTRY
   (SUPER NES)
2. KILLER INSTINCT
   (NU 64)
3. NBA JAM TOURNAMENT
   (SUPER NES)
4. DOOM
   (NU 64)
5. DONKEY KONG LAND
   (SUPER GAME BOY)
6. VIRTUAL BOY
7. FINAL FANTASY III
   (SUPER NES)
8. MEGA MAN X^2
   (SUPER NES)
9. KIRBY 2
   (SUPER GAME BOY)
10. SUPER GAME BOY

HALL OF FAME

Here are the first of the all-time greatest titles that we are honoring. When a game has been at the top as long as these have, it deserves special recognition!

GAME NAME	MONTHS ON THE CHARTS	HONORS
THE LEGEND OF ZELDA	76 MONTHS	This game established a new genre and introduced us to Link.
SUPER MARIO BROS. 3	64 MONTHS	Mario's biggest NES adventure remained in the Top 20 for over five years!
TETRIS	59 MONTHS	Tetris' addictive quality makes it the title that all puzzle games are measured against.

NOW Nintendo® PLAYING

Your Power Guide To The Latest Releases

JANUARY 1995

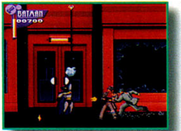
THE ADVENTURES OF BATMAN & ROBIN

Super NES

(1 player) PASS WORD

Company ....Konami
Release Date 1/95
Memory Size ....16 Megabits

Put your fist into the face of crime with Konami's latest and greatest starring the Dynamic Duo.



The Adventures of Batman & Robin promises, and delivers, thrills, spills and chills for action and comic hero fans. Konami's artists performed stunts as daring as that of the Caped Crusader himself in recreating the look of the syndicated animated series. If the first Super NES Batman game was similar to Final Fight—a scrolling fighter—this game is more of a side-scrolling adventure like Alien³ or the Super Star Wars games. You can see just how involving Gotham is in this month's review.

+ Excellent graphics, animation and sound that recreate the brooding menace of the TV show. Passwords. Good play control. Lots of toys for the boys. Some great riddles. Fun boss battles.

− Robin's role is passive. Stages tend not to be long enough for a total challenge. Basic enemies change very little over the course of the game.

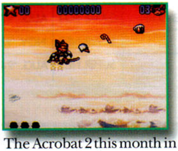
AERO THE ACROBAT 2

Super NES

(1 player)

Company ....Sunsoft
Release Date 11/94
Memory Size ....16 Megabits

Sunsoft's Aero returns for more dive-bombing action and a nod of approval.



The new, improved Aero 2 takes off from where the first Aero ended, but the overall feeling in the game is much more balanced. Aero's unique abilities still include his angled dive-bombing, but the real thrill of the game comes from figuring out how to get through the huge levels, which seem to be filled with surprises. The fact that Aero 2 can surprise us after the original is a real plus. We cover Aero The Acrobat 2 this month in our new Take 2 feature for games you don't want to overlook.

+ Good graphics and lots of variety in the game play including snow-boarding. Challenging and fun. New moves. Clear goals.

− Some of Aero's moves are still unusual, but patience pays off.

ANIMANIACS

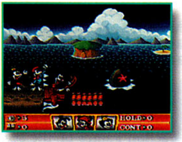
Super NES

PASS WORD

Company ....Konami
Release Date 12/94
Memory Size ....8 Megabits

Warner Bros. maniacal trio frolics on video in this action-packed Pak.

Yakko, Wakko and Dot must recover the script stolen by Pinky and The Brain. They'll have to scurry all over the studio, avoiding Ralph the security guard and lots of traps. There are 24 script scenes to collect, but you



can finish without collecting them all. This month's Power review will show you how to get the job done.

+ Good animation and a fast pace. Good variety of stages.

− The passwords, created from character images, are very difficult to use.

BIKER MICE FROM MARS

Super NES

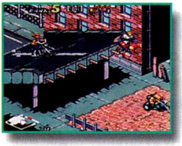
(Simultaneous play)

PASS WORD

Company............Konami
Release Date.......12/94
Memory Size.......8 Megabits

Interplanetary vermin race for glory and cheese thanks to Konami!

Not since Rock 'N Roll Racing have so many nutty characters gathered on a race track to trash each other. The cartoon Biker Mice appear in this overhead perspective racer, armed with forward shots and boosters. Two-players can rock and ride over courses filled with obstacles and jumps. Take 2 covers the racing rodents in this issue.



+ Fun characters. Two-player option. Rocking soundtrack. Passwords for one and two-player modes. Practice option.

− Some pretty short courses. The bike stops when you take your finger off the accelerator button to launch rockets, which slows things down considerably.

BRUTAL: PAWS OF FURY

Super NES

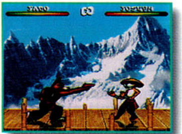
(Simultaneous play)

PASS WORD

Company............Gametek
Release Date.......1/95
Memory Size.......16 Megabits

Gametek's fuzzy fighter is more than just another hairy face.

Brutal: Paws Of Fury pokes fun at the serious nature of many tournament fighter games while providing a unique experience in its own right. What sets this fighter apart is that players learn new moves as they progress in the Dali Llama's tournament of forest champions. Unlike Clay Fighter and Ranma 1/2—both of which make use of funny characters and moves to provide an alternative fighting experience—Brutal changes the rules of the game itself. This month you can learn about Brutal's moves in our Take 2 feature.



+ Learning moves. Good graphics.

− Play control and animation is a bit slow. Some moves are almost impossible.

DAFFY DUCK: THE MARVIN MISSIONS

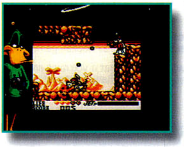
Game BOY

PASS WORD

Company............Sunsoft
Release Date.......1/95
Memory Size.......2 Megabits

Daffy Duck straps on a jet pack and blasts off for Mars.

Instant Martians and other cosmic cartoons threaten the Earth in this four stage side-scroller from Sunsoft. Marvin the Martian is aiming his P38 Space Modulator the wrong way. The game theme is based on the classic Looney Tunes episode while the play is similar to games like Taz-Mania and Speedy Gonzalez for Game Boy. The first duck in space is covered in this issue.



+ The graphics make good use of the Super Game Boy. Passwords. Good play control.

− Fairly standard side-scrolling action. Not very difficult.

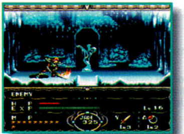
DRAGON VIEW

Super NES

Company............Kemco
Release Date.......11/94
Memory Size.......16 Megabits

Kemco puts a new spin on action RPGs with this journey through a magical land.

Dragon View combines a 3-D overworld with side-view battle and town scenes in which your hero character moves in three dimensions. The story concerns Alex, a young swordmaster who must challenge underworld powers to restore the ancient balance. Although parts of the game may remind players of Drakkhen, this game is far superior in every respect. This month's Take 2 feature will show you some of the highlights.



+ Lots of action and adventure. Unique 3-D, side-scrolling battles. Cinema cut scenes tell the story from many perspectives. Long and involving.

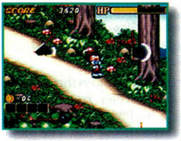
− Moving around in the 3-D overworld becomes tedious. The game requires a lot of experience building, which slows things down.

KID KLOWN IN CRAZY CHASE

Super NES

Company ....**Kemco**
Release Date **10/94**
Memory Size ....**8 Megabits**

Kid Klown capers through five levels of pratfalls, blunders and slapstick.



Kemco's Kid Klown in Crazy Chase features a unique play perspective--Kid Klown stumbling downhill toward the player. You'll have to outrun enemies, leap over traps, and collect cards by suit to complete each stage. Check out the Take 2 review for some useful Power tips.

+ Unusual but excellent graphics. Fun animation, although it slows things down. Extra bonus areas and a bonus air hockey game.

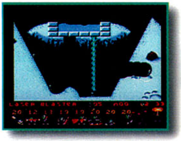
− You can only scroll forward, which means that if you miss an item, you can't go back for it--and you'll probably have to start the stage over.

LEMMINGS 2: THE TRIBES

Super NES

Company ....**Psygnosis**
Release Date **12/94**
Memory Size ....**16 Megabits**

They're headed for the edge, unless you can stop them. Lemmings 2 has all new puzzles and more.



The Lemmings return to the Super NES with 120 all new puzzles and tons of new Lemming skills to get you through the traps and obstacles. The new practice mode also helps when you run into sticky situations. Look for the backdoor tricks in this month's Take 2 review.

+ Very challenging. 50 new Lemming skills. Overworld map lets you try new areas at any time.

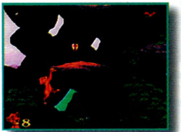
− More difficult to learn than the first game. The practice mode doesn't include the proper Lemming skills for a given area. Use of the regular Controller rather than the Mouse is suggested.

THE LION KING

Super NES

Company ....**Virgin Interactive**
Release Date **12/94**
Memory Size ....**24 Megabits**

Simba grows into the king of beasts in Virgin's wonderful action game based on Disney's animated movie.



Disney and Virgin Interactive collaborated to create one of the best action games of the season. The game follows Simba from cubhood to his kingship as an adult lion. The stages include some very creative perspectives that add greatly to the game play and probably make this a better game than last year's Aladdin. See the many sides of The Lion King and learn what it takes to become the B.L.O.P. (Biggest Lion On the Plain) this month in the first part of our two-part review.

+ Great graphics created by Disney animators. Creative stages. Excellent sound including music from the movie.

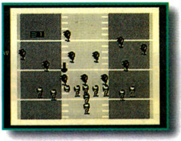
− Possibly too challenging for young players who might be attracted to the game's themes and characters. Some moves are incredibly difficult to make.

MADDEN '95

Game Boy

Company ....**T*HQ**
Release Date **12/94**
Memory Size ....**4 Megabits**

Classic football action comes to the small screen in a big way with Madden '95.



T*HQ's deal with EA Sports to produce classic sports games for Game Boy has paid off early with this version of Madden '95. You get most of the familiar Madden features including all 28 NFL teams plus historical and All-Madden teams. Even the play selection and controls make the grade. Get a glimpse of the playbook in this month's review.

+ Good use of Super Game Boy features. Lots of teams. Easy to control.

− The action is a bit simple. Teams are either very strong or very weak.

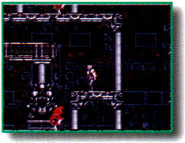
METAL MORPH

Super NES

Company FCI
Release Date 12/94
Memory Size 12 Megabits

A mission to the far side of the galaxy with multiple modes of interstellar play.

You are the morphing agent who is sent to the "Otherside" to make peace with the aliens there, but you find yourself fighting to escape. Metal Morph combines side-scrolling action with 3-D space combat. In side-scrolling stages, your character can run, jump, shoot and melt into a pool of liquid like the T2000. Space combat takes place at high speed in a forward scrolling flight path similar to that in Star Fox, although sprite graphics are used. In all, you'll have to visit five planets in your quest to reconstruct your ship and slip back through the Hypergate to Earth.



⊕ A fun sci-fi idea and good variety in game play. Fast pace.

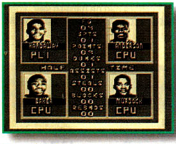
⊖ Too easy in the flight areas and too difficult due to play control in some of the side-scrolling areas.

NBA JAM

PASS WORD

Company ....Acclaim
Release Date 12/94
Memory Size ......2 Megabits

Now you can take NBA Jam on the road for soaring and scoring action.



Most of what made NBA Jam the hit b-ball game of the century has been slipped into this miniature version for Game Boy. The players and moves are all there, plus lots of codes. This month's review gives you the first insider's look at the secret codes.

⊕ Good action and complete features. Secret codes.

⊖ Doesn't make use of Super Game Boy features. Annoying music. No two-player option.

PITFALL: THE MAYAN ADVENTURE

PASS WORD

Company ....Activision
Release Date 12/94
Memory Size ......16 Megabits

Pitfall Harry returns for mystery and adventure in one of the most sophisticated action games ever.

Activision kept this game in the works until they got it right. Pitfall: The Mayan Adventure follows Pitfall Harry through a jungle world where danger lurks behind every fern. Stages include temples, jungles, waterfalls and mines. The animation and graphics are reminiscent of Aladdin and The Lion King. Journey to the Yucatan with Harry in this month's review.

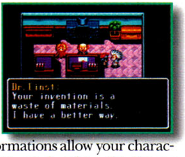
⊕ Excellent graphics and sound. Varied stages with good balance between fighting and solving action puzzles. Fun.

⊖ Poor hit detection can affect movement, fighting and collecting items in particular areas.

ROBO TREK

Company Enix
Release Date 11/94
Memory Size 12 Megabits

Fantasy role-playing steps into the future with Enix's innovative Robo Trek.



Dr. Finst:
Your invention is a
waste of materials.
I have a better way.

RPG fans have a treat in store with this unique adventure that features robots as well as a more traditional cast of weird creatures and evil plots. Travel by boat, airship and eventually venture to different planets by spaceship. Transformations allow your character to go places you couldn't reach otherwise. Power plunges into the epic with an in depth review this month.

⊕ Big and involving. Cool items and powers.

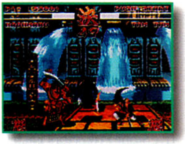
⊖ Overworld graphics look simple, although enemies and weapons look pretty cool. Poor English translation detracts from the game.

SAMURAI SHODOWN

(Simultaneous play)

Company ....Takara
Release Date 11/94
Memory Size ......32 Megabits

Samurai swordplay is recreated from the hit arcade game in this giant 32 megabit monster pak.



Samurai Shodown made its mark with its tournament fighting style of play and great animation. This distinctly Japanese game features traditional Japanese instruments in the soundtrack and fun victory messages insulting the loser. But the coolest part of Shodown is the weapons. These dozen fighters are armed with swords and other weapons. The gore factor is less than Mortal Kombat II by far, but there are plenty of special moves and the characters have lots of personality. Like most tournament fighters, Samurai Shodown is best played as a two-player game. In the one-player game, you can usually defeat opponents by repeating one of your special moves or keeping them away from their weapons.

+ 8 levels of difficulty. Surround sound. Excellent animation. A fighter with a difference.

− No close-up fights as in the original. The one-player game isn't all that challenging.

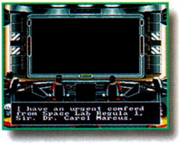
STAR TREK: STARFLEET ACADEMY

PASS WORD

Company ....Interplay
Release Date 1/95
Memory Size ....8 Megabits

Welcome to the bridge simulation for Starfleet cadets. Interplay succeeds where no one has before.

Through four years of academy training, you and your cadet crew must navigate, fight, and think your way out of intergalactic dilemmas. In this month's cheat sheet, you'll learn what it takes to survive in the stars.


I have an urgent comfeed from Space Lab Regula 1, Sir. Dr. Carol Marcus.

+ The best true Star Trek experience to date. Simulations include famous scenarios from TV and the movies. Good controls. Smart interface. Good sound.

− The two-player combat mode is tedious.

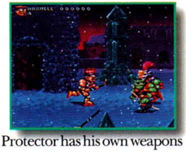
STONE PROTECTORS

(Alternating play)

Company ....Kemco
Release Date 12/94
Memory Size ....16 Megabits

The Stone Protectors rock and roll in their first video game adventure.

The Stone Protectors grew out of the troll craze of the past few years. If you haven't seen the action figures or TV show, they are a group of buff trolls who battle dino baddies called saurians. The plot in this game involves Zox's army of saurians which takes the great crystal of Mythrandir. The Stone Protectors are called in to right the wrong. In this one or two-player alternating game, you have your pick of one of the five Stone Protectors. Each Protector has his own weapons and attacks controlled by simple Controller button sequences. As you proceed through the game, you can pick up weapons and items, as well. The game has a Battletoads feel, and play control is good.



+ Nice graphics. Large characters. Easy to learn. The appeal is to younger players and fans.

− The challenge factor is pretty low, although you can switch the difficulty level to one of five settings.

STREET RACER

PASS WORD

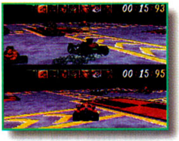
SUPER NES MOUSE

(Simultaneous for up to 4 players)

Company ....Ubi Soft
Release Date....12/94
Memory Size....8 Megabits

Wild, multi-player action with crazed characters highlights this racer.

Street Racer has something for everyone: great characters, multi-player options, lots of play modes, fighting action, speed and good graphics. It may look like Super Mario Kart, but the bashing and soccer options, plus the four-player mode, make it special in its own right. If we missed anything, check it out in this month's review.



+ Lots of great options. Generally good graphics. Fun characters.

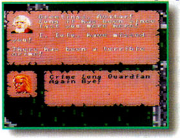
− Track perspective is a bit low and corners can be hard to see. The four-player split screen can be hard to follow. Backgrounds can be too busy and muddle the view.

ULTIMA VII: THE BLACK GATE

Company ....FCI
Release Date 12/94
Memory Size ....8 Megabits

An RPG feast for Ultima fans as they step back into the world of Britannia.

The Ultima series continues with the biggest adventure to date--The Black Gate. In this epic, the Avatar (your hero character) must stop a plot to usurp the throne of Britannia. Much time has passed since the Avatar's last visit to the land and his old companions are now pensioners. You, however, will be able to get up to your old tricks using magic and weapons as you travel through the land, piecing together clues and carrying out virtuous tasks. The interface looks similar to previous Ultima games, but it seems to work better in certain instances, especially for gaining information. Origin Systems has done a great job in linking key words for a truly real sense of conversation.


Greetings, Avatar! Long it has been since last you were here!
I, Iolo, have missed you!
There has been a terrible crime!
Crime Long Guardian Again Bye!

+ Good interface for gaining information. Good sound. Big story and lots of exploring. The best Ultima to date.

− Fighting and movement continue to be awkward in this interface.

X-MEN: MUTANT APOCALYPSE

Super NES

Company............**Capcom**
Release Date.......**12/94**
Memory Size.......**16 Megabits**

The X-Men, America's most popular comic super heros, finally get their own adventure.

Although this game seems like a pretty standard action game, the X-men give it some class. Wolverine, Cyclops, Gambit, Psylocke, and the Beast each have special moves. The game will remind players of basic side-scrolling fighters like Final Fight, but here you have a choice of fighters.

+ Good graphics. Easy to pick up and play. Specialized moves.

− The first mission can take forever. Enemies are just punching bags.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
The Adventures of Batman & Robin	3.7	3.6	3.6	3.4	➾ ✺	NR	Action
Aero The Acrobat 2	3.5	3.3	3.6	3.4	✳ ❑ ✺	K-A	Action
Animaniacs	3.7	3.2	3.4	3.4		K-A	Action
Biker Mice From Mars	3.4	3.3	2.9	2.8		K-A	Racing
Brutal: Paws of Fury	3.5	3.4	3.1	3.2	✳	K-A	Fighting
Daffy Duck: The Marvin Missions	3.3	3.3	3.0	3.1		K-A	Action
Dragon View	3.4	3.0	3.4	3.4		K-A	Adventure RPG
Kid Klown In Crazy Chase	3.6	3.1	3.4	3.4		K-A	Action
Lemmings 2: The Tribes	3.3	2.9	3.6	3.5		K-A	Puzzle
The Lion King	4.7	3.7	3.9	3.8	➾ ❑	K-A	Action
Madden '95	3.1	2.9	2.9	3.0		K-A	Football
Metal Morph	3.4	2.9	3.4	3.3		K-A	Action
NBA Jam	3.1	3.1	2.9	3.1		K-A	Basketball
Pitfall: The Mayan Adventure	3.6	3.3	3.9	3.8	➾ ✳ ❑	NR	Action
Robo Trek	3.6	3.0	3.6	3.8		K-A	RPG
Samurai Shodown	3.1	2.9	2.7	2.7		NR	Fighting
Star Trek: Starfleet Academy	3.0	2.9	3.1	3.6	➾ ★	K-A	Simulation
Stone Protectors	3.3	2.9	2.8	3.1		K-A	Action
Street Racer	3.6	3.1	3.4	3.1		NR	Racing
Ultima VII: The Black Gate	2.9	2.5	2.9	3.1		K-A	Adventure RPG
X-Men: Mutant Apocalypse	3.4	3.0	3.0	3.0	✳ ✺	K-A	Action

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

➾ **Scott**....Sports, Simulations, Adventures
★ **Leslie**....RPG's, Puzzles, Adventures
❑ **Jeff**......Action, Sports, Fighting
✳ **Jon**.......Fighting, Simulations, RPG's
✺ **Dan**.......Action, Adventures, Puzzles

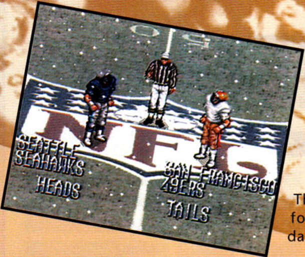
POWER METER The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = Graphics and Sound
P = Play Control
C = Challenge
T = Theme and Fun

IDSA Ratings: These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature(17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

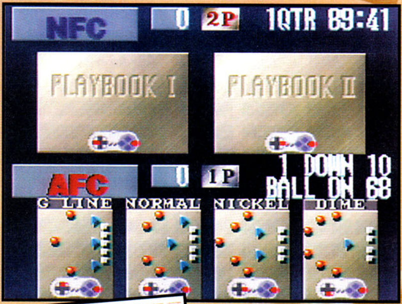
PAK WATCH

THE *INSIDE* SOURCE ON FUTURE GAMES


SEATTLE SEAHAWKS
HEADS
SAN FRANCISCO 49ERS
TAILS

TECMO SUPER BOWL 2 A VERY SPECIAL EDITION!

The Super Bowl is almost here, but Tecmo is just starting its football season with a Super NES sequel to its long-time standard, Tecmo Super Bowl. Tecmo diehards never seem to get enough. As a result, Tecmo will release a limited edition this February with many of the features that we've wanted since the game first appeared. Here's a sample of the new features: player trades, quarterback audibles, twice the plays, changeable defensive plays, improved graphics and animation, schedules for three years, schedules that reflect past seasons' performance and all the Tecmo Super Bowl features that have made the series so successful. According to our Pak Watch sources at Tecmo, this edition was designed for release in Japan, but Tecmo U.S.A. was given a small shipment. It's likely that Tecmo's advertising will promote the limited number of Game Paks available. It isn't hype. Pak Watch has learned that there will be only 15,000 copies sold in the U.S. Furthermore, looking at Tecmo's traditionally long development cycles, you shouldn't expect another upgrade in 1995. For some time we've known that a Tecmo NHL Hockey game was also in development, but it seems that the recent difficulties of the NHL have also affected licensed products. Tecmo now says that this game is on the back burner.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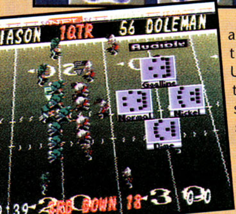
JASON
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Audible
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Normal
Nickel
Dime
3RD DOWN 18
3

TECMO

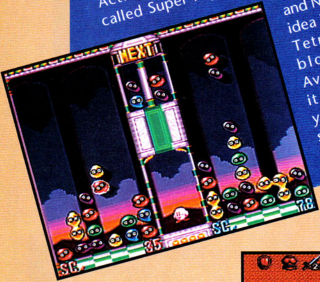
PAK WATCH

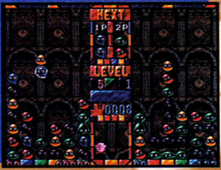
EXCLUSIVE FIRST LOOK

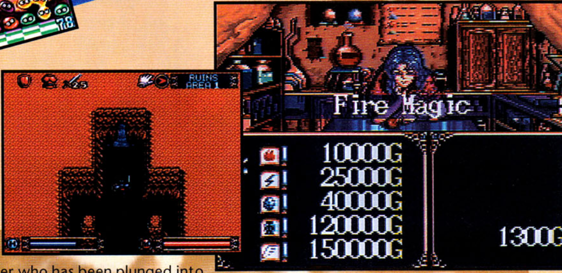
KIRBY'S AVALANCHE

Action puzzle players in Japan have been raving about an oddly named game from Banpresto called Super Puyo Puyo. Soon, their American counterparts will be able to share in the fun. Compile, the game's original developer, has been working with HAL and Nintendo to create an American version starring Kirby. The basic idea is that groups of colored blobs fall Tetris-fashion on the screen. If four blobs touch, they explode. An Avalanche is a multiple explosion and it results in dumping boulders on your enemy. Although it sounds simple, it isn't.

NINTENDO







BRANDISH

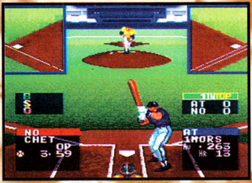
Koei's first step into action-adventure gaming is not as far from its traditional RPG roots as you might think. In Brandish, you play the role of an adventurer who has been plunged into an underground realm. There, the evil Berebus holds the power of the dragon. The overhead perspective and general play will remind players of Ultima. One difference from other adventure games is that the character never turns sideways. Instead, the view shifts so that what was to the left or right is now directly ahead. We'll take a closer look later.

KOEI

SUPER BASEBALL SIMULATOR 1.000 2

One of the first baseball games for the Super NES finally has a sequel. Super Baseball Simulator 1.000 2 still has the great editing features of the original. You can create custom teams with super pitching and hitting abilities. The graphics look better and there are even more customizing options in this version. Don't expect licenses like Major League baseball or the MLBPA. The number of preset teams is limited, and none of them are based on professional teams. We expect this game to ship within the next month or two, but it probably won't be easy to find since it won't have great distribution.

CULTURE BRAIN



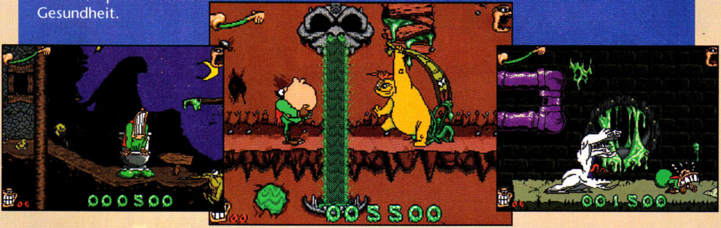
PAK WATCH EXCLUSIVE

BEHIND THE SCENE

BOOGERMAN
ON SUPER NES

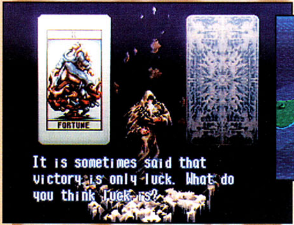
Gentlemen, grab your Kleenex. Boogerman is headed to the Super NES, and the big news is that Interplay is doing a complete work-over on the nation's number one mucus-fest. In an exclusive interview with Pak Watch, Chris Tremel and Michael Streggi of Interplay's development team gave us the full scoop. First off, Boogerman will keep all the toilets, snot, belches and other spewing gases of the original Genesis version, only in the Super NES the digitized voices and sounds will be greatly improved. That will add a lot since the game makes use of lots of speech in addition to Boogerman's poetic expressions. As for the game itself, expect all new levels. Mike and Chris were able to improve the map layouts and add special areas that didn't make it into the original. There should be 20 levels and 16 sublevels in the final. We were also told to expect an enhanced color palette that should add immeasurably to the grossocity of the game. Grossocity, obviously, is the driving factor behind the Boogerman concept. The original direction for the game was simply: "make it gross." Boogerman himself arrived only after much trial and error including an early version named Major Mucus. One wonders if the guys at Interplay and Shiny share the same therapist. Anyway, Boogerman is slated for a March/April release.

Gesundheit.

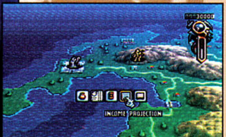


OGRES & DRAGONS

Enix has picked up one of the most unusual strategy games ever developed for the Super NES. OgreBattle takes place in the dark, magical world of Zenobia where you must gather forces to combat the ogres. The interface is a cross between traditional RPGs and strategy games like Populous. Enix also showed off Dragon Quest VI in Japan recently. The game looked excellent. (See this month's Shoshinkai article for a glimpse of it.) Enix of America, however, reports that no decision on the U.S. version of the game will be made until the game is released in Japan in March.



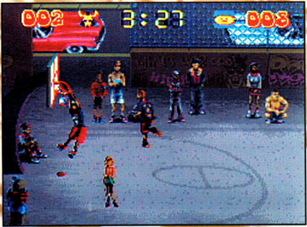
It is sometimes said that victory is only luck. What do you think luck is?



ENIX

RAPJAM

VOLUME 1

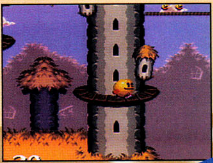


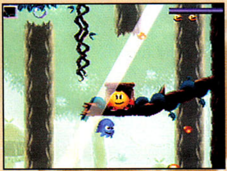
Mandingo, in association with Motown Games, has put together one of the most unique b-ball games ever. Rapjam Vol. 1, which presupposes that there will be a follow-on game, features some of the hottest rappers in the country like Queen Latifah, Yo Yo, Coolio, LL Cool J, Warren G, Onyx, House of Pain, Public Enemy and Naughty by Nature all taking it to the hoop. Mandingo also plans to bring out more urban-theme games with African American heroes later this year including titles featuring low-riders and martial arts fighting. The connection with Motown Games also means that the new titles may have some of the hottest music in town. Apparently, when Nintendo said Thou Shalt Play It Loud, Mandingo was listening.

MANDINGO

PAC IS BACK

Namco has converted its great action puzzle, Pac Attack, to the Game Boy and Super Game Boy for release this winter. For those of you who missed the Super NES version, it's a Tetris-type romp incorporating Pac Man. Namco's signature character is also appearing in a side-scrolling action role in Pac In Time. Pac In Time will appear later this year for both the Super Game Boy and Super NES. Don't expect the unique interface of last year's Pac Man 2: The New Adventures. This Pac Pak looks and plays more like a traditional platform game.





NAMCO

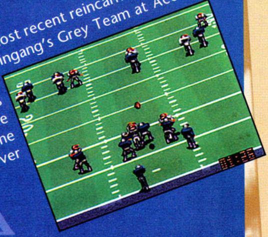
PAK WATCH

EXCLUSIVE

UPDATE

NFL QUARTERBACK CLUB

Never say die when it comes to NFL Quarterback Club. The game's most recent reincarnation was carried out by the programmers at Iguana Entertainment and Rob Leingang's Grey Team at Acclaim, and this time, at last, the mix works. Two year's after beginning development, QB Club now boasts great graphics, control, sound and the most variety of any grid iron game in town. Thanks for the over time, guys.



ACCLAIM

I·N·S·I·D·E·R U·P·D·A·T·E

PARADIGM

Month by month, Nintendo Ultra 64 development continues to heat up. The latest company to join the club is Paradigm Simulation of Dallas. Nintendo will be working closely with Paradigm on a game scheduled for release late this year. Mr. Miyamoto, the creator of Super Mario Bros. and Donkey Kong, will head the design effort on the as-of-yet unnamed game. Paradigm brings with it some of the best 3-D programming and imaging talent in the world. Over the years, they have worked closely with Silicon Graphics in the development of ultra realistic military flight sims. So what's in the works? Our guess is that it has wings.

JUSTICE FOR ALL

Sunsoft's Justice League Task Force has moved beyond the realm of myth into an almost playable version. The tournament fighting game features DC Comics' Justice League characters including Superman, Batman, The Flash, Wonder Woman, Aquaman, The Green Avenger and all their worst foes. Although the character sprites use traditional animation methods, some of the backgrounds have been rendered in SGI 3-D. Sunsoft reports that Sylvester & Tweety has fallen behind schedule—the same fate as Porky Pig's Haunted Holiday. We aren't expecting either of these titles now until the second quarter. As for Daze Before Christmas, the quirky Santa-scroller, Sunsoft has delayed the game until next Christmas. Probably a smart move. On a more positive note, Sunsoft has managed to just about finish Looney Tunes B-ball.

APOCAPLYPSE

Psygnosis is bringing some of the hottest arcade shooters across the Atlantic for the Super NES. Apocalypse II combines sharp graphics with a traditional vertical shooter style of play. One of the exceptional aspects of the graphics is the scaling of enemy sprites. Planets lob toward your ship out of the depths of space, giving you hardly any time to react, much less think about how you'll move.

DROP ZONE

Psygnosis puts together world-class graphics in a simple shooter that somehow goes where no one has quite gone before. The game originally appeared in Europe, and the Super NES version retains much of the Euro sci-fi feel right down to the music. In the game, you are given a mission to defend planetary bases against incursions of relentlessly advancing aliens. Okay, that sounds like Space Invaders. But you've got a little dude who can fly all over the place and keep up a constant stream of shots, which is more like Asteroids. The result is a very fast action space-shooter that isn't quite like anything else.

IN THE OCEAN

Addams Family Values has been in the works at Ocean of America for more than a year and at times it seemed as if the game would never get finished. Maybe we're speaking too soon, but according to the President of Ocean, Ray Musci, the game is now complete. We hope so, because it promises to be one of the more interesting licensed games of the new year. The adventure format of AFV with its overhead perspective and emphasis on searching as well as fighting should give it a wider audience appeal than some of the earlier side-scrolling movie-based games like The Shadow. Down the road, Ocean plans to make a Super NES game based on the film-in-progress, Waterworld. And further down the road, they hope to make Waterworld the subject of their first Nintendo Ultra 64 title for the end of '95.

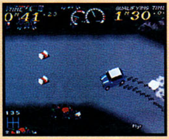
GAMETEK TECHS

Pinball Fantasy includes four pinball games that look similar to the original three games offered in last year's Pinball Dreams. The machine themes include circus, driving, gameshow, and a haunted castle. Pinball Fantasy also gives you a tool box for customizing sound and controls. That's now, but for tomorrow, Gametek is planning to go heavily into high-end development. The company has recently acquired top programming talent from Canada to California, including one of the chief computer animators who worked on Jurassic Park, the movie, and one of the original designers of John Madden

Football. Gametek has positioned itself for a fast start on Nintendo Ultra 64 development and, although no title has yet been announced, Pak Watch expects to hear from our sources at Gametek very soon.

POWER STEERING

Power Driver from U.S. Gold was described by one Power staffer as R.C. Pro-Am meets Stunt Race FX. That may have been a bit misleading since there are no polygons in this game. It's more like R.C. Pro-Am in a small, French sub-compact. The view, as you can see here, is from over head, and the simulated speed is fairly high for such a puny car. If it weren't for the tiny people watching the race, which you may be tempted to run over, the game would look even more like R.C. Pro- Am.



SUPER ITCHY & SCRATCHY

After more than a year of development, the final version of The Itchy & Scratchy Game finally showed up, and it looked like another year of work might have helped. This side-scroller features very traditional hop and bop. Itchy, swinging an oversized mallet, provides the bop while Scratchy attacks. The magic of the TV episodes as seen on The Simpsons just never quite made into this game.

WHAT'S IN A NAME?

Games based on hit movies and TV shows have been some of the biggest sales winners over the past few years, but as a game player, you can't always take the name at face value. Sometimes development cycles are cut short so that the game will be released at a certain time, even if it isn't ready. It always pays to check NP first, or play a game before you buy it to make sure it has what you want, not just a name. Some of the best licensed games this year are The Adventures of Batman & Robin, The Lion King, Super Return of the Jedi, and Star Trek: Starfleet Academy.

RELEASE FORCAST

Super NES

ACME Animation Factory	Winter	'95
Addams Family Values	Winter	'95
Ardy Lightfoot	Winter	'95
Baseball Simulator 1.000 2	Winter	'95
Boogerman	Spring	'95
Brandish	Winter	'95
Brett Hull Hockey '95	Winter	'95
Civilization	Winter	'95
Deep Space Nine	Winter	'95
Drop Zone	Winter	'95
FireTeam Rogue	Spring	'95
Future Zone	Summer	'95
GP-1: Part II	Winter	'95
The Itchy & Scratchy Show	Winter	'95
Juggernauts	Winter	'95
Jurassic Park 2	Winter	'95
Justice League	Spring	'95
Kirby's Avalanche	Winter	'95
Kirby's Dream Course	Winter	'95
Knights of Justice	Spring	'95
Mario Andretti Racing	Winter	'95
Mega Man X2	Winter	'95
NCAA Final Four Basketball	Winter	'95
NFL Quarterback Club	Winter	'95
OgreBattle	Winter	'95
Power Instinct	Winter	'95
Rapjam Vol. 1	Winter	'95
Rise Of The Phoenix	Winter	'95
Rise Of The Robots	Winter	'95
Robo Trek	Winter	'95
SeaQuest DSV	Winter	'95
The Shadow	Winter	'95
Star Gate	Winter	'95
Tarzan	Winter	'95
Tecmo Super Bowl—Special Ed.	Winter	'95
Top Gear 3000	Winter	'95
Wolverine	Winter	'95

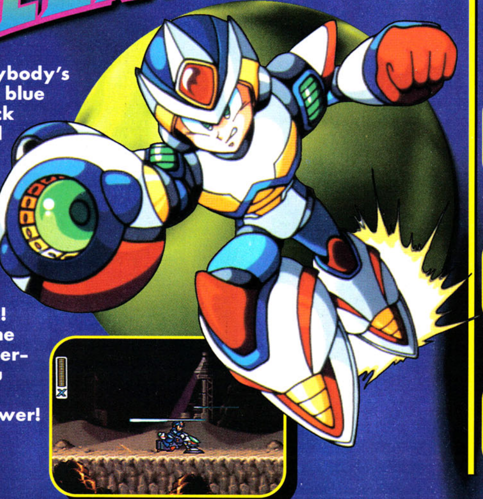
Game BOY

Donkey Kong Land	Spring	'95
FIFA Soccer	Winter	'95
Kirby 2	Summer	'95
Monster Truck Rally	Winter	'95
Pac Attack	Winter	'95
Pac In Time	Winter	'95
WWF Raw	Winter	'95

COMING NEXT ISSUE

FEBRUARY 1995 VOLUME 69

MEGA MAN X²™

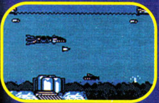


Everybody's favorite blue robot is back in his second Super NES adventure! Mega Man X² is even bigger and better than the original Mega Man X! Don't miss the in-depth coverage that you find only in Nintendo Power!

THE LION KING

WOLVERINE

SEAQUEST DSV



DESERT STRIKE

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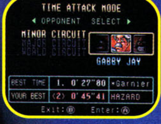
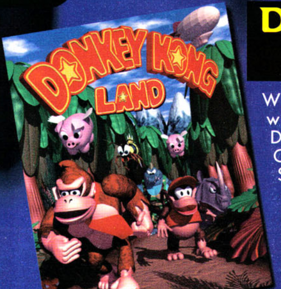


TIME ATTACK MODE
◀ OPPONENT SELECT ▶
MINOR CIRCUIT
MAJOR CIRCUIT
WORLD CIRCUIT
GABBY JAY
BEST TIME 1. 0'27"80 •Garnier
YOUR BEST (2) 0'45"41 HAZARD
Exit:Ⓑ Enter:Ⓐ



D.K. For SGB!

What do you get when you combine Donkey Kong Country with Super Game Boy? The incomparable Donkey Kong Land! Next month's preview reveals the game that will alter your perception of the Game Boy forever.

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship Football and Baseball, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.

Volume 55 (Dec. '93): Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.

Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.

Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No-Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's The Jungle Book (NES)

Volume 60 (May '94): Super Metroid, The King of Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94):: Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Disney's The Jungle Book (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of The Rings-Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), Mighty Morphin Power Rangers (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch-Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac-Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpak (Game Boy).

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MORTAL KOMBAT II
explosive giving

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THE LION KING
roaring keeper

MICKEY MANIA
classic hits

DEMON'S CREST
for lucky devils

SUPER RETURN OF THE JEDI
get the force

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slam dunk

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Squaresoft

Play It Loud